GENERAL

$3.00

AH Philosophy Part 108

The pace quickens as ORIGINS, the annual National Adventure Gaming Convention, draws nigh. This year's event, ORIGINS XI, will be held on the campus of Towson State University (nearby Baltimore, Maryland) during the last weekend of June (June 27-30 to be exact). Without exception, every major wargame publisher world-wide will be present or represented. Seminars and gaming tournaments fill nearly every hour of the weekend. Indeed, it is virtually impossible for a gamer to participate in all he'd wish.

To those few of the readership who are new to the hobby, a brief history of the convention might be in order. ORIGINS began in Baltimore in 1975 under the direction of a group of local enthusiasts known as Interest Group Baltimore, supported by

The Avalon Hill Game Company. It was their ambition to create a gaming convention which was national in scope, one that would cater to all interests in the adult gaming hobby. The initial show, held on the Johns Hopkins University with 24 events, 25 manufacturers and 1500 registered visitors has since grown into a travelling extravaganza—the showplace of the wargaming industry. Past conventions have been held in New York, Detroit, Philadelphia, San Francisco and Dallas as well as Baltimore; next year the convention will be held in Los Angeles. ORIGINS XI is expected to have 200 manufacturers' booths, several hundred tournaments and seminars, and over 5000 devotees in

Yellowstone

The eternal turning of the seasons has come full cycle once again. Spring in the high country enters with a wash of fresh green and the warming chinook, while the snow still lies deep on the mountain peaks. As the snow recedes, wild flowers of every hue splash across the lush meadows of the Northern Rockies. The small life in burrow and den creep forth, the birds sing loudly in the pines. Spring is the true beginning of the new year in the awakening wilderness of the Yellowstone.

YELLOWSTONE re-creates that eternal struggle of the wild herds of the Northern Rockies to survive and thrive. Taking on the task of guiding one of four grazing species—bison, bighorn sheep, elk or mule deer—each player must bring his herd from its Winter Range to its Summer Range, amassing as many **Food Points** as possible. With the onset of Autumn, the herd must return to its Winter Range. But between those ranges are the dangers posed by prowling predators and the not-always-gentle wilderness itself. Finally the **Day of Reckoning** comes, the bitter blizzards blast the Winter Ranges and the hoarded Food Points must be used to keep as many of the herd alive as possible. The herd with the most **Animal Points** (awarded for each surviving Male, Female and Young) is the victor in the ageless struggle against Nature.

YELLOWSTONE is a game for two to four players, ages eight to adult. A game for the entire family, it is educational as well as challenging. Player interaction is constant—yielding high excitement and great fun. The map depicts a section of the Northern Rockies, with terrain typical of the grandeur of Yellowstone Park. Each counter represents one of the many inhabitants of the wilderness. Free of a maze of complex rules,

YELLOWSTONE is a simple game, quickly learned by any member of the family, young or old. But it is a difficult game to master, demanding and fostering an appreciation of the "survival of the fittest." The game can be set up and underway in a matter of minutes, and will readily engage the full attention of all.

Included in **YELLOWSTONE** is a colorful, in-depth booklet on Yellowstone Park and its denizens (whom you'll meet in this game). Designed by staff members of the Yellowstone Library and Museum Association, **YELLOWSTONE** is ideal for the budding naturalist and conservationist.

YELLOWSTONE is rated 2 on a complexity scale of 1 (Easy) to 10 (Difficult). Playing time varies from 90 minutes to two hours. The game is suitable for eight years of age and up, but may be readily enjoyed by the precocious of all ages.

YELLOWSTONE is available for $18.00 from The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. Please add 10% for shipping and handling of direct orders (add 20% for Canadian orders; 30% for overseas orders). Maryland residents please add 5% state sales tax.
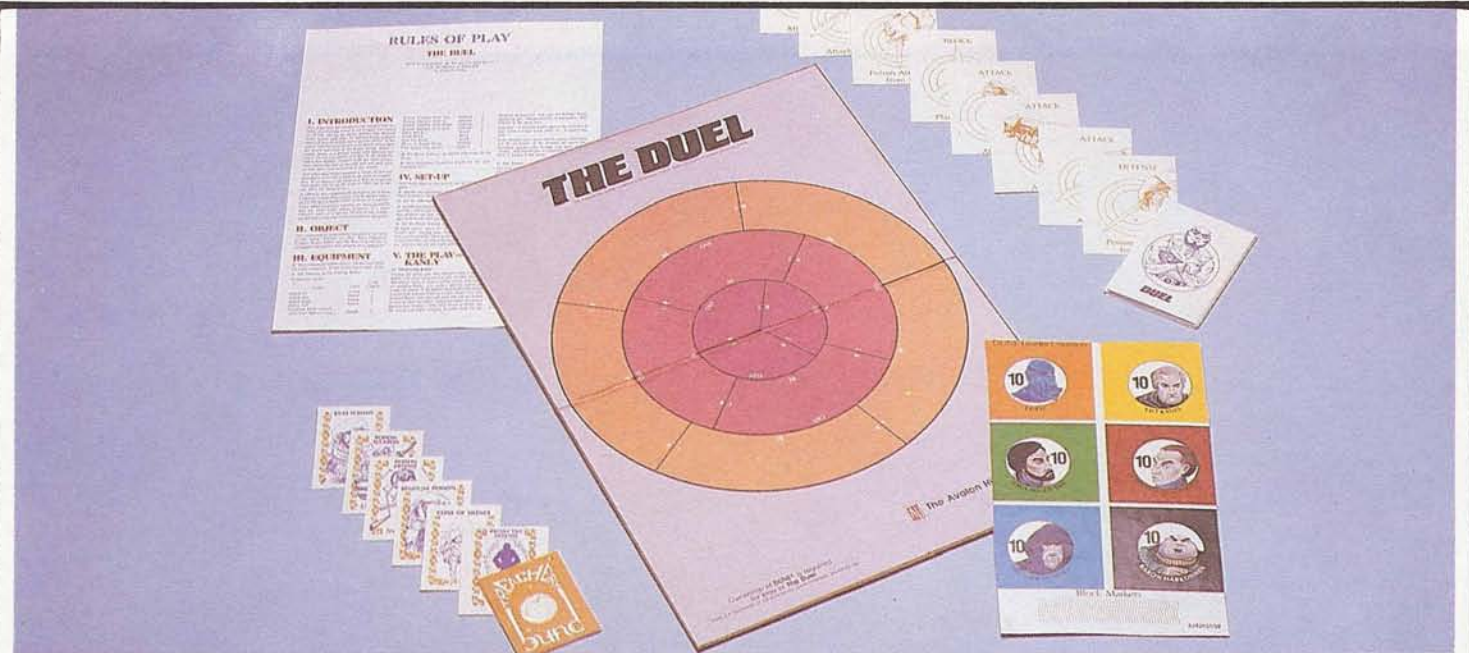
THE DUEL introduces the intrigue and suspense of a Dueling Arena to the struggle for control of **Dune**. Players may call each other into formal blood feuds which result in duels to the death between two leaders. Leaders from all other players must attend the duel as seconds and will gain spice or lose their lives according to the results.

During the great coming together of events called a Nexus, each player must send a leader to the arena as a negotiator. If no alliances are formed, a War of Assassins takes place **among all the leaders**. Only one leader will take the arena alive.

Main Character Leaders may be used in battles on **Dune**, in Duels and Wars of Assassins. These Main Character Leaders are more powerful then any other leader token; however if a Main Character loses his or her life, the player who is playing that Main Character is eliminated from the game.

SPICE HARVEST awards the main factions who are struggling for control of **Dune** key positions on the planet through a new and exciting struggle for control of spice production profits. Players engage in an economic and political intrigue which focuses on the management of the **Dune** spice harvests and the assignment of profits to other players. The objective of these economic intrigues is control of the best starting positions and superior troop strengths on the planet—the best foothold on Arrakis to begin the strategic and treacherous contest for the ultimate goal: control of **Dune** itself.

Ownership of **Dune** is required to play either of these modules. **SPICE HARVEST** is now available for $10.00; **THE DUEL** is available for $14.00. Both may be ordered from The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. Please add 10% for shipping and handling (20% for Canadian orders; 30% for overseas orders). Maryland residents please add 5% state sales tax.
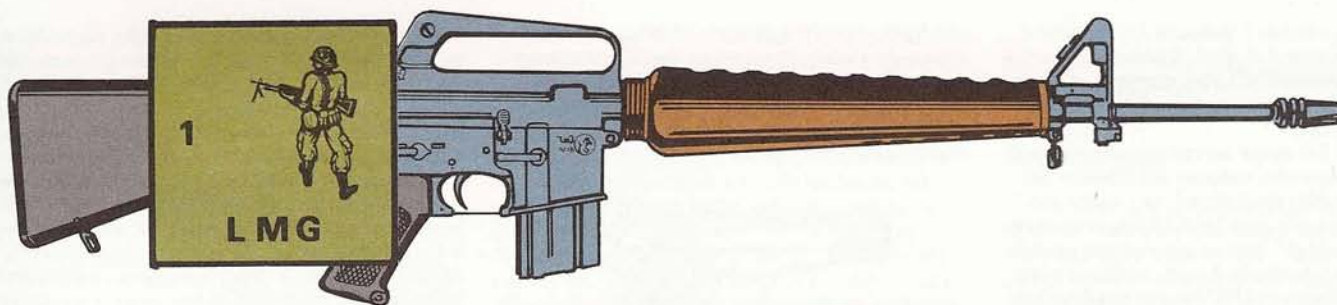
GUNS FOR FIREPOWER
The Modern Infantryman in Theory and Practice
By S. Craig Taylor, Jr.

Political power comes out of the barrel of a gun.—
Mao Tse-Tung

In an age of "star wars" weapon technology, it is often easy to overlook the humble infantryman. Infantry forms the bulk of all armies and bears the brunt of combat and casualties in every war—and is still as essential and irreplaceable as ever. Using terms such as "infantry" and "rifleman" can be misleading, as the modern versions are quite different from past incarnations and confusion can arise from an unchanged terminology. In all ages, new weapons have influenced organization and tactics; these in turn have led to requirements for still newer weapons.

The first infantryman was a lout of a Neanderthal with a rock and a bad disposition. Later ages have seen some improvements in equipment and hygene, but many elements remain unchanged. Despite a political history that is a long catalogue of wars and conquests, *homo sapiens* is a species that, on an individual basis, enjoys life, strongly objects to being killed or mangled, and performs erratically when in danger. Battlefield studies conducted during the Second World War came to the conclusion that less than 30% (often *much* less) of all soldiers do anything effective during combat. Military historian S.L.A. Marshall termed this handful of effective soldiers "natural fighters", and this military concept helps establish many of the changes made since the end of World War II.

A small proportion of natural fighters is nothing new. War movies showing *everybody* fighting like crazy to the contrary, real combats have been and still are much different. The majority of the soldiers actually spend most of their time in a firefight looking around trying to figure out what is going on and trying to avoid personal harm. Even a cursory glance at the last 5000 years of recorded history shows that this is now new phenomena that has only recently been identified (although modern theorists have defined the concept more clearly). "Civilized" societies—even those as militaristic as ancient Sparta—prefer a large degree of domestic tranquility and enforce social patterns and moves that tend to reduce the proportion of natural fighters needed in

wartime. Conversely, such civilized societies have produced some of the most effective armies in history. How has this been done? Thay have compensated by using their superior social and organizational skills to form more effective military *structures*. Julius Caesar's comment that one German barbarian (fierce but undisciplined brutes whose primative warrior society, by all accounts, must have included an abnormally high proportion of natural fighters) could easily defeat one Roman but that 100 Romans could easily defeat 1000 Germans is instructive as to where the strength of most civilized armies lies. Every successful advanced civilization has worked to develop a variety of techniques and institutions within the military to increase the combat effectiveness of their preponderantly placid soldiers.

Training and thorough practice in the use of weapons is an obvious technique to provide competence and confidence, thereby increasing the proportion of potential natural fighters and their individual effectiveness. The ability of the Prussian infantry in the eighteenth century to load and fire faster than their opponents and the knowledge that they *could* do so enhanced their battlefield value. Modern trends are to use the technology to produce individual weapons that are easier to use so that they require less training to achieve proficiency.

Discipline keeps the less ardorous soldiers to their tasks. Discipline can be applied externally, by threats of punishments by higher authority, but has also been applied internally by encouraging the formation of small "primary groups" (such as modern squads, or the earlier "mess groups" who cooked and ate their food together) The members of these groups are very close-knit and a soldier is reluctant to abandon buddies once the shooting starts. (natural fighters are not necessarily braver or stupider than their fellow soldiers, just more likely to *effectively* harm the enemy.)

Morale considerations can increase or decrease the proportion of natural fighters. Troop confidence

in themselves and/or their cause forms the basis for morale, but other factors can play a part in altering morale for a specific battle or campaign. Appeals to everything from religion and ideology to the promise of plunder has been invoked in attempts to morale on the battlefield. Successful examples that come to mind from histories of the "great captains" (who were all maters of this sort of thing, to one degree or another) are Frederick the Great's unprecedented message to his troops before his stunning victory at Leuthen, Napoleon's visits to his soldier's camps the night before Austerlitz, and Nelson's famous flag signal at Trafalger.

Selection and identification of natural fighters is a constant process in every combat organization in order to ensure that they are employed properly. Awards and promotions combined with a sense of tradition and duty have been used to single out and encourage natural fighters. Common in the history of battletested armies is a two-tier hierarchy where the officers are *expected* to behave like natural fighters (whatever their normal inclinations) because it is their *duty* and the non-commissioned officers come up through the ranks as *proven* natural fighters. One of the reasons that most armies have historically been less efficient at the start of a war following a long period of peace is that many of the positions that should be filled by natural fighters are occupied by soldiers placed there for "peacetime" reasons.

Organization is the final step in effectively utilizing natural fighters. Combat units must be organized to make maximum use of the natural fighters. The seemingly monolithic ancient and medieval phalanx fromations, for example, on closer inspection are found to have posted most of their leaders and natural fighters to the front and rear of each file of soldiers. The front ranks could set an example by delivering the first effective shock in hand-to-hand combat and the rear ranks could ensure that the less enthusiastic fellows in the middle would lend their weight of numbers and moral support to the fight, plus be trapped and forced to defend themselves

("do something effective") should it come to that. Thus, a few hundred natural fighters, properly placed could transmit a large measure of their effectiveness to a formation of three-to-five times their own numbers.

Variations on this theme served armies well until the advent of gunpowder weapons and effective fire-power. Later, during the "linear" or "volley fire" period of warfare (roughly 1630-1916), firepower became the dominant form of combat and armies evolved into progressively longer, shallower and looser lines. Officers and NCOs were employed as "file closers" (often linking hands to present a solid barrier) behind the ranks to hold the mass of soldiers to their work while other officers and NCOs struck heroic poses to the front to assure everyone that all was well. Although it may seem that this system gave the average soldier little choice but to blaze away more or less effectively, this was not really the case. Firing range exercises of the period (massed volleys at large upright targets at various ranges) showed a *much* higher percentage of hits than any recorded battlefield volley. Reports of unfired weapons recovered from battlefields and the common practice of spilling part of a gunpowder charge on the ground while loading (to avoid the weapon's painful recoil) help explain the discrepancy. As a matter of fact, the armies of this period, despite reputations for drill and discipline, probably never reached the perfection of method found in Alexander the Great's army or Caesar's legions.

Starting with the large-scale use of accurate rifled weapons and the further thinning and lengthening of the combat formations during the mid-nineteenth century, it was becoming obvious that the old organizational methods were becoming obsolete. Nevertheless, it took the shock of World war I to generate radically new organizations and put them into practice. By the end of the First World war, small squad groups were being trained and organized around heavy weapons as independent maneuver elements within larger formations. Attempts were made to place the natural fighters in the leadership and heavy weapon slots in these new squads. This organizational concept marks the beginning of "modern ground combat" and, in its essentials, is the system still in vogue today.

Weapons and weapon technology, specifically modern infantry small arms and squad-level support weapons (heavier support weapons and vehicles are beyond the scope of this article), are the topic of the remainder of this article, but should be viewed in light of the training, discipline, morale, selection and organizational themes already discussed. Weapons do not exist in a vacuum but are developed to solve specific problems and to tie in with other elements to produce an *effective* military force. The bolt-action rifles and machineguns developed at the end of the nineteenth century were the standard infantry weapons through the first half of the twentieth century, and a surprising number of countries still use basically unchanged weapons of these types. Even in richer and more technologically advanced nations change was, for many years, very gradual. Although mobile light machineguns, mortars for close support, shaped-charge rockets to kill tanks, and hand grenades and submachineguns for close work were all in large-scale use by the end of the Second World War in 1945, the United States M1 Garand rifle was the *only* standard issue semi-automatic rifle in widespread use. Despite a revolution in tactics and organization from large mass linear formations to decentralized small units, most infantrymen arrived at mid-century still equipped with weapons originally designed for a totally different form of warfare. It was only after 1945 that the leading weapon producers began a serious search for new weapons systems for the new modern battlefield.

FIREPOWER highlights this search for new weapons by including an assortment that covers the spectrum of modern infantry weapons and demonstrates the variety of solutions reached in attempting to answer the same basic question—how to increase the infantry squad's combat effectiveness while accounting for human nature and modern combat requirements.

Colt M1911A1 Pistol

It should be realized that not all weapons are expected to contribute equally to an infantryman's effectiveness. Items such as bayonets and handguns are intended for last-resort personal protection, not for serious combat. Other items, such as the various types of nightsights, are useful in limited visibility situations but add nothing in broad daylight. During the 1973 war in the Middle East, both the Israeli and Arab armies were well-equipped for night fighting but stll did most of their fighting diring the daylight hours simply because of the fatigue limits of their soldiers.

Mauser Kar98k

The rifle is the basic infantry weapon. The original "modern" rifles were the bolt-action models (RFL 7 in the game) essentially perfected by the turn of the century. Bolt-action rifles use a powerful "full power" bullet and were originally developed as the ideal weapon for the mass formation organizations and "volley fire" tactics of the time. Typical examples are the German Mauser and the British SMLE. With its long range, reliability and great accuracy, the bolt-action rifle could be used by mass formations of riflemen to engage other large formations (say, a horde of howling dervishes) at great (often over 1000 yards) ranges. The basic soundness of the design, and the range and accuracy of which it is capable are such that special sniper versions (RFL 8) are still employed by most armies for specialized purposes where a high rate of fire is unimportant.

SKS Carbine

M1 Carbine

World War I drove mass formations from the scene, and the new "skirmisher" tractics that spread soldiers out into the looser and smaller formations made long-range hits far less likely. At closer ranges the need to work a bolt between shots put a rifleman confronted with multiple enemies in a tight spot, so the next logical development was the semi-automatic rifle (RFL 18)—still very common and standard issue in some of the best current armies. The American M1 Garand and the british L1A1 (actually a variant of the Belgian FAL assault rifle) are the most common, and pair a full power bullet with increased practical firepower (as fast as the trigger can be pulled). Special sniper versions (RFL 19) are also common, notably the Soviet SVD (every 30-man Soviet rifle platoon includes one SVD rifle).

Another type of semi-automatic rifle, represented by the Soviet SKS Carbine (RFL 21) and the American M1 Carbine (RFL 13) use "reduced power" bullets that decrease effective range, but reduce recoil and rifle size and weight to provide a handier firearm. The M1 Carbine proved to be a design dead-end, as its bullet is *too* weak, the weapon having been designed primarily for personal protection. But the more powerful SKS Carbine bullet illustrates an interesting tactical concept. Against the dispersed man-size targets of a modern battlefield the percentage of hits by *average* infantrymen at ranges over 200-300 yards is very small (the Alvin Yorks and Daniel Boones of this world being few in number); so, the reasoning goes, there is little need for a full power rifle bullet that is accurate beyond these ranges. The SKS Carbine bullet is nearly as accurate as full power rifles out to 300 yards, but the weapon and its bullets are cheaper to manufacture and handier to use. However, to be effective, they require the rifleman to effectively aim at (this requires sticking one's head up) and hit a *specific* target. Statistical studies showed that most World War II small arms casualties were caused by machineguns, which only consitituted about 10% of the small arms in infantry units, so riflemen were rather obviously not performing as expected (remember, only a small proportion of them are natural fighters). Today, most armies using semi-automatic rifles do so because they are available and nothing else is affordable or, as in the case of the long-term professional British army, they rely on very highly-trained riflemen. Most modern armies are composed of mainly short-term soldiers and seek weapons that can produce "effective" riflemen with a minimum of training devoted to rifle proficiency and marksmanship.

Suomi M/31

Uzi

Supplementing the bolt-action rifle and semi-automatic rifles during the Second World War and later were submachineguns intended to provide heavy automatic fire at *close* ranges. These weapons fire pistol bullets (usually the same round as the user nation's most common pistol) at high rates of fire and are particularly useful in close urban and jungle terrain where range is not a factor. (Powerful shotguns were and are also popular in these types of terrain.) early submachineguns, like the American "Tommy Gun" (SMG 1) and "Grease Gun" (SMG 2), the Soviet PPSh41 (SMG 4) and PPSh43 (SMG 9), and the Finnish Suomi M/31 (SMG 6) were large and heavy weapons whose size and weight gave them some measure of accuracy (though there was still a lot of barrel motion) when firing at full automatic. As assault rifles featuring automatic fire have come into common use, submachineguns have declined in importance and are now issued primarily as personal protection to officers, vehicle crewmen, and so forth who are not expected to have to use them except in an emergency. Some countries (often those which do make use of assault rifles) still use rather large numbers of submachineguns, but even these are now usually lighter and cheaper post-war

models such as the Israeli Uzi (SMG 7). With reduced use and importance, submachinegun designs since 1945 have gradually evolved into smaller, lighter, cheaper, less accurate and easier to carry weapons, most notably the Soviet APS, Czech VZ61 and polish WZPM63 (all SMG 11) which are little larger than a pistol and can be carried in holsters with stocks folded or detached.

G3

AKM

Since 1945, a great deal of study and work has been put into attempts to incrase infantry effectiveness. World War II and Korean War statistics revealed that soldiers with automatic fire weapons were more effective compared to riflemen than the differences in mere firepower would suggest. Research indicated that these soldiers had confidence in their ability to dominate their immediate front with their superior firepower and this confidence increased their effectiveness. The fact that these soldiers were also natural fighters (precisely the men to whom any competent leader would assign the more powerful weapons) was also an important factor, but one that was difficult to evaluate before assault weapons bacame common. Equipping every infantryman with a bulky light machinegun is impractically expensive and submachineguns lack range, so other weapons had to be examined.

World War II Germany had developed a number of *sturmgewehrs* ("assault rifles") that, although they saw limited wartime production and use, were the inspiration for modern assault rifles. The FG42 used by German paratroopers used a full power bullet while the more common MP44 used a reduced power bullet. Both weapons featured "selective fire" and could be fired at full automatic *or* semi-automatic rates of fire. Assault rifles were intended to be one weapons system that could simplify small arms procurement and training by replacing rifles, submachineguns, and automatic rifles in use during World War II with one common type. Modern assault rifles employing the full power "NATO" round (RFL 5, RFL 9, RFL 11, RFL 12, RFL 14, RFL 20 and RFL 22) are all similar in concept to the FG42. The best known examples are the Belgian FAL, the West German G3 and the American M14. Using the semi-automatic option, these rifles have the characteristics of the older full power semi-automatic rifles and, at close ranges, they can use the full automatic options to spray the immediate area. Their major disadvantages are an alarming ability to quickly consume their costly and heavy ammunition and the fact that the "kick" from the powerful cartridge makes them hard to control and inaccurate when fired on full automatic. Modern assault rifles employing reduced power rounds (RFL 1, RFL 3, RFL 15 and RFL 16) are all similar in concept to the MP44. These all employ a variation of the old SKS Carbine bullet, and the best known examples are the Soviet AK47 and AKM and their numerous copies (very cheap, robust and reliable—the most widely used rifles in the world today).

M16

Since the 1960's there has been an increasing use of "small caliber" assault rifles (RFL 2, RFL 4, RFL 6, RFL 10 and RFL 17). These currently appear to be the rifle of the future and the best-known examples are the American M16, Soviet AK74 and the Israeli Galil. using the semi-automatic option, these rifles have a somewhat longer effective range than those using reduced power bullets, and less "kick" and better control when fired at full automatic. The smaller and lighter bullet also enables the individual soldier to carry more rounds. All assault rifles are intended to allow the effective rifleman (the natural fighter) to dominate his area with firepower and the less effective or less trained rifleman to at least put out a volume of fire that keeps enemy heads down (this can be done without sticking the head up to take aim).

M60 (on tripod)

Machineguns were at first regarded as species of light artillery, but actually, more than any other weapon, spelled the end for mass infantry formations during World War I. The earliest modern machineguns were massive water-cooled instruments that gradually gave way to the somewhat lighter air-cooled versions (MMG1) that are still in widespread use (especially on vehicles and in permanent defensive positions) where their size and weight are secondary considerations to their reliability. The best known examples are the American Browning M1919A4 and the Soviet SG and SGM. These are very heavy weapons, mounted on stout tripods or wheeled mounts and use belted full power rounds identical to those used by comparable rifles. Originally intended to place heavy sustained automatic firepower out to long range (their weight and stability helps long-range accuracy) in support of mass infantry formations facing other mass infantry formations, these weapons are too heavy and bulky to effectively support attacking riflemen against the dispersed and dug-in defenders on post-World War I battlefields. What was needed was a more portable "light machinegun" that could easily accompany attacking infantry.

Between the World Wars, there was a search for effective automatic weapons capable of supporting attacking riflemen and serving as a "base of fire" for the self-contained infantry squads in the new dispersed formations. The American Browning Automatic Rifle or *BAR* (LMG 10) was an early solution, but being an automatic *rifle* and not really a light machinegun lacked the firepower and full automatic accuracy (being a comparatively lightweight weapon firing a full power bullet) desired by most tacticians. Although the BAR remained the standard American squad automatic weapon through the Korean War, the lack of a true light machinegun led to the improvisation of the Browning M1919A6 (LMG 18—a simplified and lightened Browning M1919A4 with a bipod) which proved to be still too heavy and bulky, although very reliable—it is still in use all over the world. More effective and representative World War II-era light machineguns were the Czech-British "Bren" (still in large-scale production as the L4—LMG 15 in the game), the Soviet DP, DPM and RP42 models (LMG 12), and the Danish madsen series (LMG 19). These all fired a full power bullet, generally from a clip or small magazine, and were effective, if still somewhat unweildy.
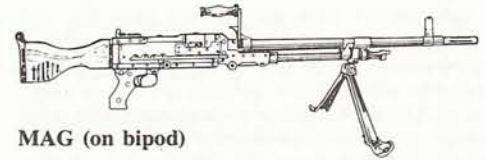
MAG (on bipod)

Nazi Germany employed the first real "general purpose" machineguns during the Second World War—the MG34 and MG42. These weapons employed a full power bullet and, though less handy (generally using belts of ammunition) than a true light machinegun, could be employed with bipods in the light machinegun role or with tripods as medium machineguns for defense, giving great tactical flexibility and reducing the number of weapon types requiring spare parts and separate maintenance and training procedures. These weapons also have the range and power to have some effect on enemy ground support aircraft and vehicles (at least forcing hatches to stay closed). With some refinements, the MG42 (which was easier and cheaper to manufacture than the MG34) was the basis for all the modern general purpose machineguns (GMG 2—GMG 7), including the French AAT52, Belgian MAG, the American M60, the Soviet PK series, and the German and Austrian G3 and MG42/59 (both direct updates of the MG42 for use with the NATO cartridges). All the more advanced countries that still employ full power machineguns use general purpose machineguns as well.

Most other modern machinegun development has centered on lighter, handier weapons whose bullets match those of the rifles used by the rest of the squad (a noted advantage in standardization). Attempts at simplification resulted in a series of weapons that are modifications of standard infantry rifles, modified by the addition of a bipod (these steady a weapon for more accurate automatic fire), heavier barrels (heats up slower, permitting a higher rate of fire), and/or larger magazines. Examples include the American M14E2 (LMG 11) and West German HK21 (adapted from the G3 rifle—LMG 13) which use full power rounds, the Yugoslav M65 and M72 (LMG 16) which use the SKS Carbine bullet, and the Israeli ARM (LMG 8) and Austrian AUG (LMG 9) which use small caliber (5.56mm) bullets. These are all useful weapons, but are too light to significantly improve on the accuracy and full automatic firepower of the standard rifles from which they are derived; they have more in common with the old Browning Automatic Rifle than with true light machineguns.

More common and effective are the bulkier and heavier light machineguns designed as such which still share the squad's bullet size. A whole range of weapons use the reduced power SKS Carbine round (LMG 14, LMG 20, LMG 21 and LMG 23) such as the Finnish KK62 and the Soviet RPD and RPK series. More recent developments are weapons that employ small caliber rounds such as the Belgian-American M249 SAW (LMG 17) and the Soviet RPK74 (LMG 22). All of these are light and handy enough to keep pace with the accompanying riflemen, but all sacrifice the effective long-range automatic fire capability of the heavier weapons using full power rounds.

The other common category of infantry weapons is grenades. Everybody uses hand grenades which, although lacking in range, are useful in an endless variety of situations and have been around in one form or another for centuries. Originally, during the Rennaissance, the first hand grenades were called *petards*—a pottery vessel filled with gunpowder. A fuse was lit, the petard was thrown, and hopefully the bomb would burst in the midst of the enemy. These early bombs were so unreliable and so often burst prematurely that "being hoist on his own petard" is now a common saying. Later versions got progressively lighter (although

"grenadiers" were selected for their size and strength and for many years throwing a grenade was good practice for the sport of shot-putting) and more reliable, although their primary use was in siege-work. During World War I—in many ways one huge siege—grenades of an identifiable modern sort became standard issue for infantrymen. Today, grenades have proliferated into many forms. Hand grenades are of two different basic types. Defensive hand grenades (HGN 5 and HGN 6) are heavier (so they cannot be thrown as far) but more potent, while offensive hand grenades (HGN 3 and HGN 4) are lighter for better distance but stun more commonly than they kill. Some hand grenades have removable fragmentation sleeves so that they can be used with the sleeve as a defensive hand grenade or without as a lighter offensive hand grenade (HGN 1 and HGN 2). Hand grenades can be filled with explosives, flammables like white phosphorous, or smoke of many colors. Hand grenades may also have fuses for detonation on contact (HGN 2, HGN 4, HGN 6 and HGN 8) or after some short delay (HGN 1, HGN 3 and HGN 5).

**M59 Offensive   M26A1 Rifle or
Hand Grenade Defensive Hand Grenade**

Rifle grenades fall into the same general categories but have more range. Most rifle grenades require a special bullet to be loaded into the rifle for use (RGN 2 and RGN 4), but others (of shorter range) can use a rifle's standard bullet to propel them to the target. For those really into military gadgetry there are grenades with many *parts* for many different uses. The simplest types can be converted from a rifle to a hand grenade by removing the rifle grenade tail (HRG). More complicated versions have more parts. With all the parts, they are considered defensive rifle grenades. Slip off the fragmentation sleeve and they are offensive rifle grenades with a greater range. remove the tail and they are now transformed into a hand grenade that can be thrown with or without the fragmentation sleeve. These particular models were not included in *FIREPOWER* as they are impractical—the average combat infantryman has enough problems without being confronted with a Rubik's Cube everytime a grenade is needed. There are also still some anti-tank hand (HGN 7) and rifle (RGN 3 and RGN 5) grenades in use, but these are increasingly rare as modern anti-tank rockets and missiles are far more powerful and effective. However, if things get tight, one can always pour some gasoline in a bottle to create a "Molotov Cocktail" (HGN 8).

Body Armor Jacket
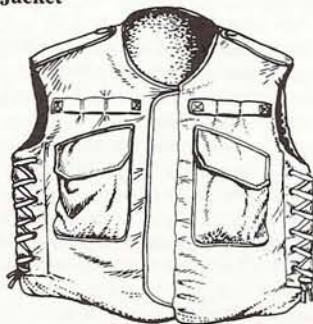
So there is a plethora of new weapons available for modern tacticians. How do these and the squads using them conform to the themes discussed at the start of this article?

Training, at first glance, seems to have been simplified. Modern rifles and machineguns are easier to operate *effectively* than an edged weapon (at least against an opponent with any skill) or the old black powder weapons with their lengthy loading sequence. As a matter of fact, in many "third world" nations and guerrilla forces where life is cheap and weapons can be obtained on credit, the simplicity of modern small arms *is* exploited to rapidly field impressively large forces of barely trained troops whose effectiveness is confined to the simplest of combat operations. However, in more advanced nations, proper training is still rigorous due to the large *number* of weapon types that the soldiers must learn to operate. In addition to basic weapons such as rifles, machineguns and grenades, the well-schooled modern soldier needs training in the use of rocket launchers, grenade launchers, mines, mortars and much more—just to mention weapon training. By the time a soldier is thoroughly trained in the use of all available weapons, he represents a major investment to his country, so many nations now issue body armor to enhance their soldier's survivability.

Discipline in small dispersed modern squads is mainly internal. Modern battlefields are "empty" to the point where a good look at the enemy or even at most friendly soldiers is rare and whatever external discipline is imposed must be accomplished during the soldier's training period as it becomes impossible to implement once the shooting starts.

Morale considerations haven't changed much over the years, although the task of addressing the troops on the eve of battle has moved progressively down the chain of command to company, platoon and squad level. Propaganda from some central (often civil authority) source seems to be a popular method of morale building in most modern armies, especially the more primitive ones; but it can be a two-edged sword if the lies get too blatant and the soldiers catch on.

Selection processes haven't changed much over the past few decades, although many of the more advanced armies have experimented with "scientific" testing procedures that have generally proved more successful in the technical branches of the military than in the infantry. Despite all the new weapons and training methods, no recent wars have demonstrated any appreciable rise in the percentage of natural fighters available, and there seems to be no real substitute for the traditional methods of duty and experience.

Organization is, as it has been since the latter part of World War I, based on the infantry squad. Where do all the post-1945 changes leave the basic unit of modern ground combat? Ideally, we have a force of eight to fourteen (modern squad size often seems to be determined more by how many can fit in the latest armored personnel carrier than by tactical considerations) soldiers with the natural fighters in key leadership and/or heavy weapon use positions. All the squad's weapons are more effective than they were forty years ago and even the least effective soldier can accomplish something just by "hosing down" the immediate area from some suitably safe spot. Has modern organization been perfected? The answer is "NO!" and there are still many unresolved problems that have been and are plaguing military theorists, such as:
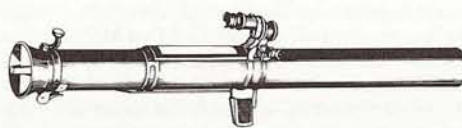
1. Modern squads are expected to carry out many different types of missions and to deploy such a great variety of different weapons on these missions that the natural fighters are spread very thin. Everyone is agreed that the squad's leadership positions should be filled with natural fighters, but should a non-leader natural fighter be assigned to the squad's light machinegun, its anti-tank weapon, or its grenade launcher? One major reason that the United States forces have adopted the small and disposable M72 LAW anti-tank weapon and the M203 grenade launcher (which fits *under* the barrel of the M16 rifle) in place of their actually more efficient predecessors (the bazooka and recoilless rifle anti-tank weapons and the M79 grenade launcher) is that these newer weapons do not confine a soldier to only one type of mission and leave him sitting on the side-line if there is no need for the specialized weapon. The soldier carrying the M72 or M203 still has his M16 for use when there is no use for the anti-tank or grenade-throwing role.

2. With the natural fighters in leadership positions and manning the squad's key weapons, does it really make that much difference what kind of rifle is carried? With everybody tooling around in their APC, is a heavier but more powerful weapon that much more difficult to move a short distance by foot?

3. Small arms technology has not yet progressed to the point where well-trained and effective troops armed with generally "obsolete" weapons can defeat rabble armed with the latest goodies. The newest weapons are in no sense the ultimate or instant war-winners and, in fact, many older weapons are superior in some respects to the newer weapons. The theorists continue to argue the virtues of various weapons and their possible combinations within a squad. Should a squad include a fullpower light or general purpose machinegun or a reduced power and/or small caliber light machinegun? Is any conclusion valid in all (or, even most) types of terrain and conditions with troops of any quality and degree of training?

M79 Grenade Launcher

Part of the interest in playing *FIREPOWER* is not only refighting battles with historical squads from 1965 on, but experimenting with the great variety of weapons and squad organizations that have been used. The last twenty years have seen a great deal of military experimentation and almost every rational organizational or tactical theory has found concrete expression in some squad, somewhere. Now, you can experience it at home in your living room.

☆

M72 LAW

M67 Recoilless Rifle
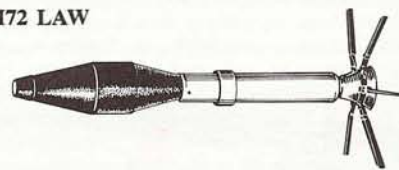
A FIREPOWER CAMPAIGN
Whiling Away Those Long Winter Evenings
By S. Craig Taylor, Jr.

One of the problems and joys of designing a tactical game *system*—as opposed to designing a more *specific* one-topic game—is that the sheer number of different things that can be done exceeds the capacity of any commercially feasible rulebook. Some rules just will not fit, unless you're trying for something like *Les Miserables* in length, so the game is never really finished; there is always some new rule or scenario that can be added. This campaign system for *FIREPOWER* is an example of a conception that didn't make the rulebook due to space limitations and the need for additional components. This system provides a method for providing a "campaign background" for a series of battles—making individual battles mean something in an overall context and generating a series of scenarios. Although these rules (which are labeled as Rule 28. to conform to the rulebook's numbering system) details a fictitious and generalized Vietnam operation, this is done not only to provide one campaign game but also serves to illustrate the general campaign system. Substituting different mapboards layouts and/or terrain on the *Strategic Matrix*, different orders of battle, special rules, weather conditions and new chance units to fit the situation permits the general system to be easily adapted for operations in any small campaign, real or fictitious.

28. THE FIREPOWER CAMPAIGN SYSTEM

These optional rules provide a system for "linking" individual battles into an abstract campaign game, and is recommended only for very experienced players of the game. Basically, Campaign Turns are made on a "Strategic matrix" and, when both players are willing, battles are resolved using the FIREPOWER game. Due to the number and size of the individual battles that will be fought, plan a campaign game extending over a number of gaming sessions.

28.1 NECESSARY GAME EQUIPMENT: At least two copies of *FIREPOWER* are needed to provide the extra mapboard panels and units required. Also needed are the Strategic Matrix and unit counters found on this issue's insert and a written organization list for both sides.

28.2 PREPARING TO PLAY THE CAMPAIGN GAME

28.2.1 ORGANIZING THE OPPOSING FORCES: Employ the orders of battle given at the end of these rules or use *FIREPOWER* rule sections 14 and 26 (treat the number of turns in the game as "5" and consider non-squad units as if their mobility were "4/2" in computing points) to calculate alternative orders of battle.

28.2.2 COMMANDERS AND PLAYERS: Decide who commands each side in any desired manner. If the campaign game is multi-player, let the players on each side select a "commander" and rank the remaining players in order of seniority. In the event that all players cannot attend all of the meetings, the *highest-ranking* player on a side always handles all campaign operations required for that side at a particular gaming session. Players in multiplayer games may use any agreeable method to decide who commands in each battle.

28.2.3 ORGANIZATION LISTS: Next, the commanders should use the orders of battle to prepare organization lists for their side and distribute equipment and ammunition for each squad in the same manner as if the players were setting up a *huge* battle. Leave room for erasures (use pencils, or keep the lists in plastic document protectors and use grease pencils) as most units will participate in several different battles. Exceptions are as follows:

28.2.3.1 EXTRA EQUIPMENT AND AMMUNITION: Much of the extra equipment, ammunition, and/or crater units (which are only useful assaulting enemy bases) may and should be "held back" for gradual distribution as needed later in the campaign game. These items should be listed separately on a "spare list" so that later distributions can be recorded as they are made.

28.2.3.2 DEFENSIVE UNITS: Defensive units, with the exception of mines, may be used only in a side's "base" boxes (see 28.4.1) and their distribution in each side's three base boxes must be made and recorded in writing at the *start* of the game (their exact placement can wait until the battles in those boxes are set up). Mines can be assigned to base boxes and/or some or all may be held back for use in "Ambush" battles (see 28.5.8.2.1.2); these are the only types of battles in which they may be used. One cave and one tunnel complex or bunker *must* be present at each base to serve as headquarters. Crater units may be used only by the attackers in base boxes, so they should be held back until needed.

28.2.4 CAMPAIGN GAME UNITS: Cut out the units provided on this issue's insert and mount on spare counters, or make your own with blank half-inch counters.

28.2.4.1 COMBAT UNITS: The squad, officer (which represent extra leaders), support and truck counters are called "combat units" and all represent correspondingly identified forces listed in the orders of battle.
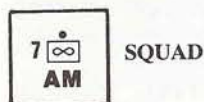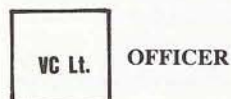
7 ⊠ / AM	SQUAD
VC Lt.	OFFICER
SV MRT SUP	SUPPORT
🚚 NV	TRUCK

28.2.4.2 PHONY UNITS: The "phony" counters represent nothing. They are used only to deceive and confuse the opposition.

28.2.4.3 BASE UNITS: The "base" counters are used to mark base boxes.

28.2.4.4 ORDER UNITS: The "order" counters indicating either *Fight* or *Withdraw* are used to mark orders in a box.

28.2.4.5 POINT UNITS: The "point" counters, one per side, are used to record Victory Points on the VP Track printed alongside the Strategic Matrix.

28.2.4.6 CHANCE UNITS: The "chance" counters are used to determine random events.

28.2.4.7 BACK COLOR: Since units are usually kept inverted, the backs of the counters should be colored by the players in any convenient contrasting colors to indicate to which side they belong. Allied combat and phony units should have their backs marked in one color, while all Communist combat and phony units should have their backs mark in another.

28.3 THE STRATEGIC MATRIX: A major difference between this system and most other campaign systems is the lack of a *real* map. Instead, the essential elements of a campaign map are abstracted onto a "Strategic Matrix" of three columns and ten lines that form thirty "boxes". The columns represent different areas or fronts in which operations are taking place while the rows represent units of time called "Campaign Turns" (representing approximately one day each).

28.3.1 BATTLEFIELD TERRAIN: Each box on the Strategic Matrix contains a diagram showing how *FIREPOWER* map panels are to be placed and oriented for any battle in that box. Terrain in these boxes are standard, except for the following:

28.3.1.1 HIGHLAND TERRAIN BOXES: This applies to all boxes in the "Highland" column. All brown hexes on the mapboards are considered rough hexes, in addition to the normal rough terrain. Hills are height "4" and depressions are "−4". Buildings are of wood plank construction. Treat all hedges as standard stone walls.

28.3.1.2 JUNGLE TERRAIN BOXES: This applies to all boxes in the "Jungle" column *except* the city box (the one containing mapboard panel 4). All dark and light green hexes, as well as normal tree hexes are considered to be tree hexes. Brown and unpaved road hexes are mud hexes in Mud weather and/or Raining visibility. Buildings (except in the city box) are of bamboo construction. Ignore all fences and hedges.

28.3.1.3 LOWLAND TERRAIN BOXES: This applies to all boxes in the "Lowland" column *except* the city box (the one containing mapboard panel 4). All brown and unpaved road hexes are mud hexes in Mud weather. All hills are height "1". Buildings (except in the city box) are of wood plank construction.

28.3.1.4 CITY BOXES: Consider all buildings to be of stone construction. Use all stories on the Building Card.

28.3.2 BASE BOXES: Treat the terrain in the Communist base boxes as normal for the terrain in the column. Treat the terrain in the Allied base box as normal for the terrain in that column *except* that all tree hexes are considered to be stump hexes. For Allied base boxes in the Lowland column, treat all road hexes as paved.

28.3.3 SPECIAL BOXES (* and **): On mapboard panels shown on the Strategic Matrix marked with an asterisk, ignore all buildings on the panel (treat building hexes as clear hexes on these mapboards) *unless* the box has been selected as a base box. On mapboard panels shown on the Strategic Matrix marked with two asterisks, ignore all buildings on the panel (treat building hexes as clear hexes on these mapboards) and the road down the center of the panel (including hexes D7, D8, E8, E9, CC7,

CC8, DD6, DD7 and off the edges of the mapboard) represents a stream (water) hex 24 inches deep with the water surface at ''−2'' height.

28.4 STARTING THE CAMPAIGN GAME:
The game starts with both sides placing their units in the boxes of the Strategic Matrix.

28.4.1 ESTABLISHING BASE BOXES: Each side must place one ''base'' counter in *each* column.

28.4.1.1 ALLIED BASE BOXES: The Allied player must place base units in the Lowland/Turn 2 box, in the Jungle/Turn 3 *or* Jungle/Turn 4 box (Allied player choice), and in the Highland/Turn 2 box.

28.4.1.2 COMMUNIST BASE BOXES: The Communist player establishes bases in the Lowland/Turn 6 *or* Lowland/Turn 8 box, in the Jungle/Turn 6 *or* Jungle/Turn 7 box, and in the Highland/Turn 6 *or* Highland/Turn 7 box (all Communist player choice). At the start of the game, these locations are secret, so the Communist base units should not be initially placed on the Strategic Matrix; instead, their locations should be secretly written down for future reference.

28.4.2 MISCELLANEOUS UNITS SET-UP:

28.4.2.1 POINT UNITS: Place both Victory Point counters in the ''0'' box of the VP Track.

28.4.2.2 ORDER UNITS: Each side takes the three *Fight* counters and three *Withdraw* counters of their side's color and holds them for later use.

28.4.2.3 CHANCE UNITS: Place the chance counters in some convenient central location, invert and mix thoroughly.

28.4.3 PLACING THE COMBAT AND PHONY UNITS: From a ''pool'' formed from all their squad, support, officer, truck and phony counters, the ranking players on each side alternately place one unit at a time on the Strategic Matrix until all units have been placed. The Allied player places the first unit. Place all Allied units in a stack on the right side of the Strategic matrix box, and all the Communist units in a stack on the left side of the box.

28.4.3.1 RESTRICTIONS ON UNIT PLACEMENT: Phony units may be placed in *any* boxes. Officer and support and truck units must be placed in boxes that already contain at least one squad unit of the same *nationality* (i.e.: American with American, South Vietnamese with South Vietnamese, Viet Cong with Viet Cong and North Vietnamese with North Vietnamese). All units other than phony units may be placed only in any of the boxes found on specific Campaign Turn lines, as follows:

28.4.3.1.1 TURN 1 LINE BOXES:

Allies: The 1st, 2nd and 3rd Allied squads and a South Vietnamese Lieutenant.

Communists: The 1st, 2nd, 3rd, 4th and 5th squads, the Viet Cong officer, and the Viet Cong Mortar Support unit.

28.4.3.1.2 TURN 2 LINE BOXES:

Allies: The 4th and 5th squads, the South Vietnamese Mortar Support unit, the South Vietnamese Truck unit, and a South Vietnamese Lieutenant.

Communists: The 6th, 7th and 8th squads, the North Vietnamese Mortar Support unit, the Truck unit, and the North Vietnamese Captain.

28.4.3.1.3 TURN 3 LINE BOXES:

Allies: The 6th and 7th squads and the American Lieutenant.

Communists: The 9th, 10th and 11th squads and the North Vietnamese major.

28.4.3.1.4 TURN 4 LINE BOXES:

Allies: The 8th squad, the American Mortar Sup-

port unit, the American Truck unit and the American Captain.

Communists: The 12th squad and the North Vietnamese Recoilless Support unit.

28.4.3.1.5 TURN 5 LINE BOXES:

Allies: The 9th squad and the American Recoilless Support unit.

Communists: The 13th squad.

28.4.3.1.6 TURN 6 LINE BOXES:

Allies: The 10th squad.

28.4.3.2 INVERTED COUNTERS: All combat and phony units are placed and kept inverted at all times (unless a rule states otherwise) on the Strategic matrix so that enemy players cannot tell the units apart. All players on a side may freely examine their own units, but never those of the other side unless specifically allowed to by these rules.

28.5 PLAYING A CAMPAIGN TURN:
A Campaign Turn on the Strategic Matrix consists of resolving the situations in all three boxes on the *current* Campaign Turn line. *Only* these boxes are handled—ignore boxes on later lines, even if they contain units from both sides (their locations on the Strategic Matrix merely indicates *when* these units are available).

28.5.1 THE CAMPAIGN TURN SEQUENCE: Each Campaign Turn is resolved in the following order:

28.5.1.1 DISTRIBUTION/REORGANIZATION PHASE: Units are prepared for combat by adding replacements, promoting leaders, and distributing extra equipment and ammunition.

28.5.1.2 CHANCE UNITS PHASE: Chance chits are drawn and applied.

28.5.1.3 RECONNAISSANCE PHASE: Both sides may attempt to ''scout'' the enemy.

28.5.1.4 AIRSTRIKE PHASE: The Allied side makes an airstrike.

28.5.1.5 ORDER PHASE: Both sides place order markers. These are revealed only after all are placed.

28.5.1.6 RESOLVE WITHDRAW ORDERS PHASE: All boxes where one or both sides have chosen *Withdraw* orders are resolved.

28.5.1.7 RESOLVE BATTLE ORDERS PHASE: Mapboard battles are resolved for all boxes where both sides have *Fight* orders.

28.5.1.8 VICTORY POINTS PHASE: Victory Points for the Campaign Turn are recorded on the VP Track.

28.5.2 THE DISTRIBUTION/REORGANIZATION PHASE: The various units are prepared for combat in the following order:

28.5.2.1 STEP ONE—ADD REPLACEMENT SOLDIERS: Starting on Campaign Turn 3, ''replacement soldiers'' are available to both sides.

28.5.2.1.1 REPLACEMENT QUANTITIES: For Viet Cong, two North Vietnamese, two American and two South Vietnamese soldiers are available per Campaign Turn for Turns 3 through 10.

28.5.2.1.2 REPLACEMENT RESTRICTIONS: These soldiers may be used to replace *any* casualties in any squad or non-squad units and come equipped with the *same* weapons as the casualty being replaced.

28.5.2.1.2.1: No more than one officer unit per side may be replaced during any one Campaign Turn.

28.5.2.1.2.2: No vehicles or recoilless support weapons may ever be replaced.

**28.5.2.1.3 WHERE TO ADD REPLACE-

MENTS:** These replacement soldiers may be placed in any understrength units in *any* boxes on the Strategic Matrix.

28.5.2.1.3.1: They may be placed in any unit in a box that has taken casualties and can use the replacements.

28.5.2.1.3.2: They may be used to ''man'' a previously eliminated unit. In this case, that unit's counter may be placed back on the Strategic Matrix in any *current* Campaign Turn box.

28.5.2.1.4 ACCUMULATING REPLACEMENTS: Unneeded or unwanted replacement soldiers may be accumulated for later use (keep a secret written record).

28.5.2.2 STEP TWO—PROMOTIONS: Any surviving soldiers in a unit may be promoted to replace unit leaders so that each unit (if there are enough soldiers) has the same number and types of leaders as it had at the start of the Campaign. Record all changes on the organization lists.

28.5.2.3 STEP THREE—DISTRIBUTION: Any extra equipment, crater units and/or ammunition that was held back may now be distributed to *any* soldier units on the Strategic Matrix. Record all reductions in held-back items on the spare list.

28.5.3 THE CHANCE UNIT PHASE: Each side randomly draws one chance unit per Campaign Turn. The number of the chance counter indicates what happens, referring to the *Chance Chart* (given at the conclusion of this article). The units drawn may either be played during the appropriate phase of the current Campaign Turn (underlined chance units *must* be used then) or held for use during a later Campaign Turn.

28.5.4 THE RECONNAISSANCE PHASE: Activity during this Phase consists of flipping over selected enemy units on the Strategic Matrix. All units revealed remain so until moved out of their current boxes or, if not moved, until the current Campaign Turn ends. Reinvert such units *before* moving them out of their current location.

28.5.4.1 STEP ONE—RECONNAISSANCE CHANCE UNITS: Proceeding alternately, one chance counter at a time and starting with the Communist side, any desired Spy Mission or Air Reconnaissance chance units are revealed and applied by flipping over enemy units on the Strategic Matrix. This continues until both sides run out of or decide to halt revealing chance counters.

28.5.4.2 STEP TWO—NORMAL RECONNAISSANCE: After all such chance counters have been played, normal reconnaissance can be resolved. Again proceeding alternately, starting with the Communist side, the players may flip over individual enemy units one at a time.

28.5.4.2.1: The Communist side may flip over a total of four enemy units and the Allied side may flip over a total of three.

28.5.4.2.2: The counters flipped over may be in *any* boxes, not just the current Campaign Turn boxes on the Strategic Matrix.

28.5.4.2.3: The Allied side may use any number of these ''flips'' to ask if any specific box contains Communist bases. These questions *must* be answered truthfully. Mark with a Communist base unit on the Strategic Matrix when located.

28.5.5 THE AIRSTRIKE PHASE: The Allied side selects any one Communist unit in a current Campaign Turn box as the target for an ''air strike''. An air strike is resolved by rolling one decimal die and consulting the *Air Strike Table* (found at the end of this article). Any casualties caused by the strike are immediately marked off on the organization lists; all other equipment with these casualties is also eliminated. The Communist player controlling the

unit decides exactly which soldiers are eliminated. Any unit totally eliminated is removed from play.

28.5.6 THE ORDER PHASE: Each side now places one inverted order unit -either a *Fight* or a *Withdraw* counter—in each box of the current Campaign Turn. Order units are not placed in boxes that contain no units or which contain units of only one side (including boxes where all enemy and/or friendly units have been revealed as phony units). Morale and Victory Point chance counters may be placed only *with* order counters. When all have been placed for both sides, all order markers are simultaneously revealed. The situations in the three boxes are then resolved in order from left to right on the Strategic Matrix as explained in the following sections.

28.5.7 THE RESOLVE WITHDRAW ORDERS PHASE: For the moment, skip any box or boxes on the Strategic Matrix where both sides have *Fight* counters or which contain only the units of one side. In boxes where one or both players have placed a *Withdraw* counter, withdrawals to other boxes are handled immediately when the box is reached (proceeding from left to right), as follows:

28.5.7.1: Any units may be moved down *one* line in the *same* column. *For example, units in the Lowland/Turn 1 box may be moved into the Lowland/Turn 2 box.*

28.5.7.2: Any units may be moved down *two* lines and shifted to an *adjacent* column. *For example, units in the Lowland/Turn 1 box may be moved into the Jungle/Turn 3 box.*

28.5.7.3: Any air assault squad, any mechanized, motorized or armored squad (that has not lost its vehicle), any phony unit, any leader unit or any squad or support unit moved *together* with a truck unit may be moved down *one* line and shifted to an *adjacent* column. (Note: players may move a phony unit with any truck unit to give the impression that a combat unit is moving with the truck unit.)

28.5.7.4: If *both* sides in a box are marked with a *Withdraw* counter, the units are alternately moved out of the box, one at a time (two at a time if another unit is moving with a truck unit or if at least one of those moved is a phony unit—see note in 28.5.7.3) following the precepts of 28.5.7.1, 28.5.7.2 and/or 28.5.7.3 until all units have been moved from the box. The Allied side always moves first in these cases.

28.5.7.5: After *all* withdrawals in all boxes are completed, the other side's units which had *Fight* orders in those boxes are moved (in order from left to right) as covered in sections 28.5.7.1, 28.5.7.2 and 28.5.7.3.

28.5.8 THE RESOLVE BATTLE ORDERS PHASE: Continue to skip any box or boxes which may continue only the units of one side.

28.5.8.1 NON-BATTLE SITUATIONS: In boxes where both sides have *Fight* orders, but both sides have no squad units in the Strategic Matrix box (a lack of squad units in the box *must* be admitted at this point), both sides may withdraw as if both sides had *Withdraw* orders (see 28.5.7.4). If one side has one or more squad units in the box and the other side has none, the side with no squad units must be withdrawn (see 28.5.7.1—28.5.7.3), followed by the other side's units (see 28.5.7.5).

28.5.8.2 MAPBOARD BATTLES: If both sides in a box have *Fight* orders and both have at least one squad unit present, mapboard battles are set up and fought for each box using the *FIREPOWER* rules, in the usual left to right order. When a battle is set up, mapboard panels are assembled to form a mapboard as shown in that box on the Strategic Matrix (EXCEPTION: see 28.5.8.2.1.2). The terrain is as explained in 28.3. Allied forces always set up on the mapboard side shown at the *bottom* of the box. All the usual victory conditions (see D. of *FIREPOWER* Scenario Format) apply in all battles, plus any others given for the type of battle.

28.5.8.2.1 TYPES OF BATTLES: Four different types of scenarios may be resolved in a box, depending on what is present in the box as discussed below:

28.5.8.2.1.1 MEETING ENGAGEMENTS: All battles where the special conditions covered in 28.5.8.2.1.2—28.5.8.2.1.4 do *not* apply are "Meeting Engagement Battles." Game length is five game turns. The Allied player always sets up first. Both sides may be set up no more than four hexes from their side of the mapboard and all units must start on the mapboard. Units may exit only off the side near which they set up. The usual Meeting Engagement victory conditions apply (see Scenario One of the *FIREPOWER* rules) to determine a winner.

28.5.8.2.1.2 AMBUSHES: On a mapboard that includes at least one mapboard panel 2 and does not include a base, a side may declare an "Ambush" if its forces include either the 5th Viet Cong Local Forces squad (for the Communists) or the 8th American LRP squad ((for the Allies) and no more than one other squad. If the enemy does not include its opposite number (either the 5th VC Local Forces or the 8th American LRP), an Ambush battle is played; otherwise, a Meeting Engagement battle takes place. If an Ambush battle is to be set up, only mapboard panel 2 is used and game length is three turns. Set up is as described in the Special Rules of Scenario Three in the *FIREPOWER* rules except that the entry side is already determined and the number of mines available to the defenders may vary (game starts when the *first* mine is hit or the attacker fires). The usual *FIREPOWER* Scenario Three victory conditions apply to determine a winner.

28.5.8.2.1.3 URBAN: If the mapboard consists of only mapboard panel 4, an "Urban Battle" is resolved. Game length is six turns. The Allies always set up first. The side nearest that end of the mapboard sets up anywhere in hex rows A—K, and the side nearest the other end sets up anywhere in hex rows P—GG. Units may exit the mapboard of any side or portion of a side encompassed by their setup hexes. The sides get three victory points per building controlled at the end of the battle to determine a winner.

28.5.8.2.1.4 BASE: If the box on the Strategic Matrix contains a base, a "Base Assault battle" is fought. Game length is six turns. The base owner is the defender and sets up first anywhere (except where prevented by crater counters) on mapboard panel 3 and/or the mapboard panel which is adjacent to panel 3. This setup includes any defensive units which were distributed to the base at the start of the game. The attacker's forces are set up anywhere on the remaining mapboard panel no more than four hexes from their side of the mapboard. Attackers may exit off their side of the mapboard and defenders may exit off the opposite side. The usual *FIREPOWER* Scenario Five "Base Camp Assault" victory conditions apply to determine a winner, except that the defender automatically wins if the attacker controls no objectives at the end of the battle.

28.5.8.2.2 BATTLE WEATHER, VISIBILITY AND FIRES: Use those given in the *FIREPOWER* Scenario Three rules.

28.5.8.3 RETREAT FROM BATTLE: As soon as a battle is concluded, both sides should remove any combat units from the Strategic Matrix in which all soldiers were eliminated in the battle. Truck or support units are removed if the truck or support weapon is destroyed *or* the crewman is eliminated (for the strategic game, the loss of everything represented by the unit counter). Then the losing side must retreat its surviving units into another box or boxes on the Strategic Matrix, as follows:

28.5.8.3.1: Any or all of the defeated units may be moved down one to four lines in the *same* column.

28.5.8.3.2: Any or all of the defeated units may be moved down two to five lines and shifted to an *adjacent* column.

28.5.8.3.3: Any air assault squad, and mechanized, motorized or armored squad (that has not lost its vehicle), any phony unit, any leader unit or support unit moved *together* with a truck unit may be moved down one to five lines and shifted to an *adjacent* column. (Note: the note from 28.5.7.3 also applies to this movement.)

28.5.8.3.4: For *every* line moved down, a unit may recover any one soldier (with major personal weapon and personal equipment) that became a casualty in the just-concluded battle. Destroyed vehicles (see D. of Scenario Format in the *FIREPOWER* rules) and recoilless support weapons (see 23.1.4.1) may not be recovered, nor may any extra equipment that the casualties may have been carrying. *For example, a squad unit that lost two soldiers in the recent battle may recover both of them by being moved down two or more lines, but none of their extra equipment is recovered.* Undestroyed vehicles automatically have all damage repaired when moved down one or more lines. After determining what casualties are recovered, record all changes and unrecovered casualties on the organization lists. (Note: if Option 23. is being used by the players, only soldiers defined in 22.2.2 as not being permanent losses are eligible to be recovered.)

28.5.8.3.5: Once all retreating defeated units have been moved, the winning side's units are moved and can recover casualties in a similar manner (rules 28.5.8.3.1—28.5.8.3.4).

28.5.8.3.6: If the battle is a "draw", use competitive die rolls to determine who moves first. then the sides alternate moving one unit (two units in one is a truck or phony unit) at a time until all have been moved from the box. Rules 28.5.8.3.1—28.5.8.3.4 apply to these moves as well.

28.5.8.3.7: Immediately after a battle is the *only* time losses from that battle may be recovered.

28.5.8.4 EARLY RETREAT FROM A BATTLE: Once a mapboard battle is set up, it must continue for at least one turn. After that turn, or at the end of any subsequent turn prior to the end of the game, a side may announce an "Early Retreat" and the game ends at that point. Handle on the Strategic Matrix as explained above.

28.5.9 ONE SIDE IN A BOX: After all battles have been resolved, any boxes now containing only the units from one side or where all units from one side are flipped over and shown to be phony units have those units moved as covered in 28.5.7.1—28.5.7.3 and 28.5.7.5. If one side has all phony units, they are *all* moved first. This is done in the normal order, from left to right.

28.5.10 SPECIAL MOVEMENT RESTRICTIONS: Officer, support and truck (the "non-squad") units may be moved independently in the Campaign Game (as in 28.5.7—28.5.9), but must always end movement so that they can be attached to squads for mapboard battles; after movement on the Strategic Matrix they *must* be located in a box with at least one squad unit so that attachment is possible in the event of a battle. Attachments can be made to squads of different nationalities (i.e., American officers can be attached to South Vietnamese squads). If such units are not attached to squad units, the non-squad unit is eliminated.

28.6 CONTINUING THE CAMPAIGN GAME:
As soon as one Campaign Turn is completed, the next starts—using the units in the boxes on that Campaign Turn line. Play continues in such a manner until a winner is found or all ten Campaign Turns are completed.

28.7 WINNING THE GAME:

28.7.1 WHO WINS: The winner of the game is the first side to gain *16 Campaign Victory Points* and also have *more* victory points than the enemy side. If neither side has the requisite number of Campaign Victory Points by the end of the campaign, a side with at least three *more* Campaign Victory Points than the enemy wins. All other results are considered a "draw".

28.7.2 GAINING CAMPAIGN VICTORY POINTS: Campaign Victory Points are gained each turn for what happens in each box on the Strategic Matrix as follows:

28.7.2.1: "0" Campaign Victory Points for *both* sides if both have *Withdraw* orders in the box, both had *Fight* orders but no squad units, or neither side had any units in the box (including cases where the box contains only phony units).

28.7.2.2: "1" Campaign Victory Point for a side in a box with a *Fight* order where the other side has a *Withdraw* order.

28.7.2.3: "1" Campaign Victory Point for a side in a box that wins a mapboard battle.

28.7.2.4: "1" Campaign Victory Point for *both* sides in a box if a mapboard battle ends in a "draw". (EXCEPTION: if a mapboard battle ends in a draw where neither side has any casualties, both sides get "0" Campaign Victory Points.)

28.7.2.5: "2" Campaign Victory Points for a side in a box that wins a mapboard battle by eliminating, capturing and/or forcing the exit (not including exits for Victory Points) of all involved enemy soldiers or a battle where the other side announces an "Early Retreat".

28.7.2.6: "2" Campaign Victory Points for a side in a box where only that side has units or where all of the others side's units are shown to be phony units.

28.7.3: Campaign Victory Points gained in a box can be increased or reduced (never to be less than "0", regardless of modifiers) by Chance counters (6 and 7) and/or by the "+1" or "−1" modifiers printed in some boxes of the Strategic Matrix (*for example, in the Highland/Turn 1 and Lowland/Turn 1 boxes*).

28.8 CAMPAIGN GAME OPTIONS:

28.8.1 EQUIPMENT RECOVERY: Allow the winner of a battle to recover all the extra equipment carried by his own casualties and add to the spare list.

28.8.2 COMMUNIST EQUIPMENT RECOVERY: If the Communist side wins a battle, it may also recover all major personal weapons, large crew weapons, personal equipment and extra equipment carried by enemy casualties. These items should be used by the Communist side only if *FIREPOWER* Option 22 is being used. Record on the organization and spare lists.

28.8.3 IMMOBILE VEHICLES AND RECOILLESS RIFLES: Vehicles which are not destroyed but which are unable to move at the end of a battle due to damage or having no crew on board, or recoilless support weapons which have no crewmen at the end of a battle, are considered to be destroyed if their side *loses* the battle.

Counters and Strategic Matrix for the FIREPOWER Campaign game may be found on the insert of this issue.

THE CHANCE CHART

NO.	TYPE	EXPLANATION
1	Spy Mission	These units are used during a Reconnaissance Phase. When revealed, one enemy unit in any one of the *current* Campaign Turn boxes may be flipped over to reveal what it is. If the counter revealed is anything but a phone unit, another enemy unit in the same or another box of the *current* Campaign Turn may be flipped over, etc., until a phony unit is flipped over or all enemy units in current Campaign Turn boxes are flipped over. Alternately, the Allied side may use this to ask if *any* one specific box contains a base (this question must be answered truthfully). Mark with a Communist base unit when located. Discard, invert, and remix with the other chance units after use.
_2_	Bad Enemy Morale	These units are placed face down and turned up with the order units during an Order Phase (underlined units *must* be used the *same* Campaign Turn as they are drawn) and are placed in one specific box. Good morale *adds* one Sequence unit to any *one* squad of the appropriate side and bad morale *subtracts* one sequence unit from any one squad of the appropriate side. Friendly morale applies to the placing side's own units and enemy morale applies to the other side's units. The controlling player for the effected side determines exactly *which* squad unit is effected (no squad is allowed more than six Impulse Phases per Turn). The effects last only for the current Campaign Turn and are wasted if the box contains no squad units or if there is no battle in the box. A good and a bad card played in the same box for the same side will counteract each other and niether will have any effect. Discard *permanently* after use.
_3_	Good Enemy Morale	
_4_	Bad Friendly Morale	
_5_	Good Friendly Morale	
6	+1 Victory Points	These units are placed face down and turned up with the order units during an Order Phase and are placed in one specific box. A "+1 Victory Points" unit indicates that the box where placed is worth one more victory point then normal and a "−1 Victory Points" unit indicates that the box where placed is worth one less victory point than normal. A "+1" and a "−1" unit played in the same box will cancel each other. Discard *permanently* after use.
7	−1 Victory Points	
8	Air Reconnaissance	These units are used during a Reconnaissance Phase and are useful only to the Allied side in the "Lowland" boxes of the strategic matrix. Any drawn by the Communist side should just be held to deny their use to the Allied side. When used, *all* Communist units in the current Campaign turn Lowland box are flipped over and revealed. Discard, invert, and remix with the other chance units after use.

COMMUNIST FORCES ORDER OF BATTLE:

SQUAD UNITS: (2502 points).

1st Viet Cong Infantry Squad: 3/2; 1S; 1×LMG20, 1×PST3, 4×RFL1, 1×RFL7, 2×RFL21; 1×SCP (122 points).

2nd Viet Cong Infantry Squad: 3/2; 1S; 1×LMG20, 8×RFL1; 1×NST (134 points).

3rd Viet Cong Infantry Squad: 4/2; 1S; 1×LMG12, 1×MPL19, 6×RFL1, 1×RFL8; 1×NST (197 points)

4th Viet Cong Infantry Squad: 4/2; 1S, 1A: 1×LMG20, 1×MPL19, 5×RFL1, 1×SMG9; 1×BPD (152 points).

5th Viet Cong Local Forces Squad: 3/3; 1S; 1×PST4, 5×RFL1, 1×RFL7, 1×RFL21, 1×SMG11; 1×SCP (149 points)

6th North Vietnamese Infantry Squad: 4/2; 1S, 1A; 1×LMG21, 1×MPL20, 6×RFL1, 1×RFL21; 1×NST, 1×SCP (192 points).

7th North Vietnamese Infantry Squad: 4/2; 1S, 1A; 1×LMG20, 1×MPL19, 7×RFL1 (172 points).

8th North Vietnamese Engineer Squad: 4/3; 1C, 1S, 1A; 1×FTR1, 1×LMG120, 1×MPL19, 1×PST4, 7×RFL1; 1×SCP (327 points).

9th North Vietnamese Infantry Squad: 4/2; 1S, 1A; 1×LMG20, 1×MPL19, 7×RFL1; 1×NST (176 points).

10th North Vietnamese Motorized Rifle Squad: 4/2; 1C, 1S, 1A; 1×LMG20, 1×MPL19, 5×RFL1, 1×RFL8, 1×SMG11, 1×APC1 (BTR50P); 1×NST (259 points).

11th North Viethamese Infantry Squad: 5/2; 1C, 1S, 1A; 1×LMG20, 1×MPL19, 8×RFL1; 1×NST (245 points).

12th North Vietnamese Infantry Squad: 4/2; 1S, 1A; 1×LMG20, 1×MPL19, 6×RFL1, 1×RFL8; 1×NST (196 points).

13th North Vietnamese Armored Squad: 4/2; 1S; 1×PST3, 1×RFL1, 1×SMG11, 1×LTK4 (181 points).

NON-SQUAD UNITS: (233 points).

Viet Cong Mortar Support: 1×MRT1 (includes crewman).

North Vietnamese Mortar Support: 1×MRT13 (includes crewman).

North Vietnamese Recoilless Support: 1×LCW2 (no crew included).

Officers 1 Viet Cong Lieutenant (armed with PST3), and 1 North Vietnamese Captain and 1 North Vietnamese Major (both PST4).

Trucks: 1 North Vietnamese Truck (TRK5) (includes 1 crewman armed with PST3).

OTHER: (1488 points).

Extra Equipment and Ammunition: 7×BDA, 12×BNC, 2×DMC, 600×HGN3 ("G" only), 10×HGN7 ("H" only), 9×HGN8, 8×RDO, 1×SHG, 25×LCW2AMO (any choice) 100×MPL19AMO, 25×MPL20AMO, 50×MRT1AMO, 40×MRT13AMO (any choice).

Defensive Units: 10×ABS, 3×CAV, 8×DF×, 4×RBL, 10×SF×, 15×TNL, 5×TRN, 10×WIR, 5×VMN1, 2×VMN2, 4×PMN1, 1×PMN2.

Craters: 10 single and 5 double craters.

THE AIR STRIKE TABLE

DIE NO.	TARGET UNIT LOCATION		
	LOWLAND	JUNGLE	HIGHLAND
1-2	1 soldier elim.	1 soldier elim.	1 soldier elim.
3	2 soldiers elim.	1 soldier elim.	1 soldier elim.
4	2 soldiers elim.	1 soldier elim.	2 soldiers elim.
5-6	3 soldiers elim.*	2 soldiers elim.	2 soldiers elim.
7	4 soldiers elim.*	2 soldiers elim.	3 soldiers elim.
8	4 soldiers elim.*	2 soldiers elim.*	3 soldiers elim.*
9	5 soldiers elim.*	2 soldiers elim.*	3 soldiers elim.*
10	5 soldiers elim.*	3 soldiers elim.*	4 soldiers elim.*
*: If a unit includes a vehicle, the vehicle is also destroyed.			

ALLIED FORCES ORDER OF BATTLE:

SQUAD UNITS: (2782 points)

1st South Vietnamese Infantry Squad: 3/2; 1S, 1A; 1×GLR2, 1×LMG4, 1×MPL11, 5×RFL10, 1×SMG2; 1×BPD (179 points).

2nd South Vietnamese Infantry Squad: 4/2; 1S, 1A; 1×GLR2, 1×LMG4, 8×RFL10, 2×BPD, 1×NST, 1×SCP (260 points).

3rd South Vietnamese Infantry Squad: 3/2; 1S, 1A; 1×GLR2, 1×LMG4, 6×RFL10; 1×BPD (149 points).

4th South Vietnamese Infantry Squad: 5/2; 1S, 1A; 2×GLR2, 1×LMG4, 6×RFL10, 2×BPD, 1×NST, 1×SCP (298 points).

5th South Vietnamese Ranger Squad: 4/2; 1S, 1a; 1×GLR2, 1×LMG4, 7×RFL10, 1×APC4 (M113A1); 1×BPD (288 points).

6th American Air Assault Rifle Squad: 4/2; 1S, 1A; 1×GLR2, 1×LMG4, 8×RFL10, 1×BPD, 2×NST, 1×SCP (260 points).

7th American Air Assault Rifle Squad: 4/2; 1S, 1A; 1×GLR2, 1×LMG4, 8×RFL10, 1×BPD, 2×NST (248 points).

8th American LRP Squad: 6/3; 1C, 1S, 1A; 2×GLR2, 2×RFL6, 3×RFL10, 1×SMG; 2×BPD, 2×NST, 1×SCP (375 points).

9th American Mechanized Rifle Squad: 4/2; 1S, 1A; 2×GLR2, 1×LMG4, 7×RFL10, 1×APC5 (weapon 3); 1×BPD, 2×NST, 1×SCP (376 points).

10th American Armored Squad: 4/2; 1S; 2×PST1, 1×RFL10, 1×SMG2, 1×MBT10 (M48A3) (349 points).

NON-SQUAD UNITS: (324 points).

South Vietnamese Mortar Support: 1×MRT6 (includes crewman).

American Mortar Support: 1×MRT 6 (no crewman included).

American Recoilless Support: 1×LCW3 (no crew included).

Officers: 2 South Vietnamese Lieutenants (each 1×PST1), 1 American Lieutenant (1×PST1), and 1 American Captain (1×PST1).

Trucks; 2 (one South Vietnamese, one American) Trucks (TRK5) (includes 1 crew each armed with a SMG2).

OTHER: (1870 points).

Extra Equipment and Ammunition: 50×BDA, 10×BNC, 4×DMC, 375×HGN3 (choice of "GMW"), 300×HGN5 (choice of "GNW"), 10×LPL3, 12×RDO, 4×SHG, 300×GLR2AMO (choice of "GHMU" only), 20×LCW3AMO (any choice), 30×MPL11AMO (any choice), 80×MRT6AMO (any choice).

Defensive Units: 4×ABS, 3×BKR, 2×DCH, 8×DF×, 6×DWR, 8×SF×, 2×TRN, 1×TWR, 6×WIR, 1×VMN1, 2×VMN2, 2×PMN1, 2×PMN2.

**Craters:** 10 single and 10 double craters.

CONTEST #124

The conclusion of a tense game of *FIREPOWER* draws near. You and a friend have decided to play Scenario One ("Meeting Engagement")— the Desert Duel using the Israelis and Syrians. You've also agreed in advance that the second victory condition will be used (awarding points for control of buildings) and that no optional rules are in force. Both sides have taken casualties, including each other's AFV. Only five Israelis remain standing; and even though the two *final* Sequence chits remaining to be drawn are both Israeli, you feel confident that your Syrians have won the game. (All forces remaining are shown on the illustration below.) At the moment, the Israelis have 16 victory points while you've 22 victory points. But . . . your friend pushes his chair away from the table and casually informs you that he can't lose. He thanks you for the evening and quickly takes his leave, while you remain speechless.

Taking up his notes, you study the situation with close attention. His SL is RFL 10; the only grenades still held are those in the hands of his RFL 10 (holding three HGN), his PST 18 (one HGN) and his SMG 13

(one HGN). All the doors and windows are open. Note that all units shown in partial building hexes are considered to be *inside* the building (arrow counters for these were removed from the illustration for clarity). Only the Basic and Advanced rules, as well as those for this specific scenario, are being used. Has he won or not? What has your wily friend seen that you don't?

To enter Contest 124, simply record the actions of the Israelis on the last two Sequences of the game that lead to the sure win. For each Impulse, list the unit and its actions. If moving, the exact order of hexes entered and final facing and posture must be included. If engaging in combat of any type, weapon used and target must be noted.

The answer to this contest must be entered on the official entry form (or a facsimile) found on the insert of this issue. Ten winning entries will receive merchandise credits from The Avalon Hill Game Company. To be valid, an entry must be recived prior to the mailing of the next issue and include a numerical rating for this issue as a whole, as well as listing the three best articles. The solution to Contest 124 will appear in Vol. 22, No. 1 and the list of winners in Vol. 22, No. 2 of The *GENERAL*.
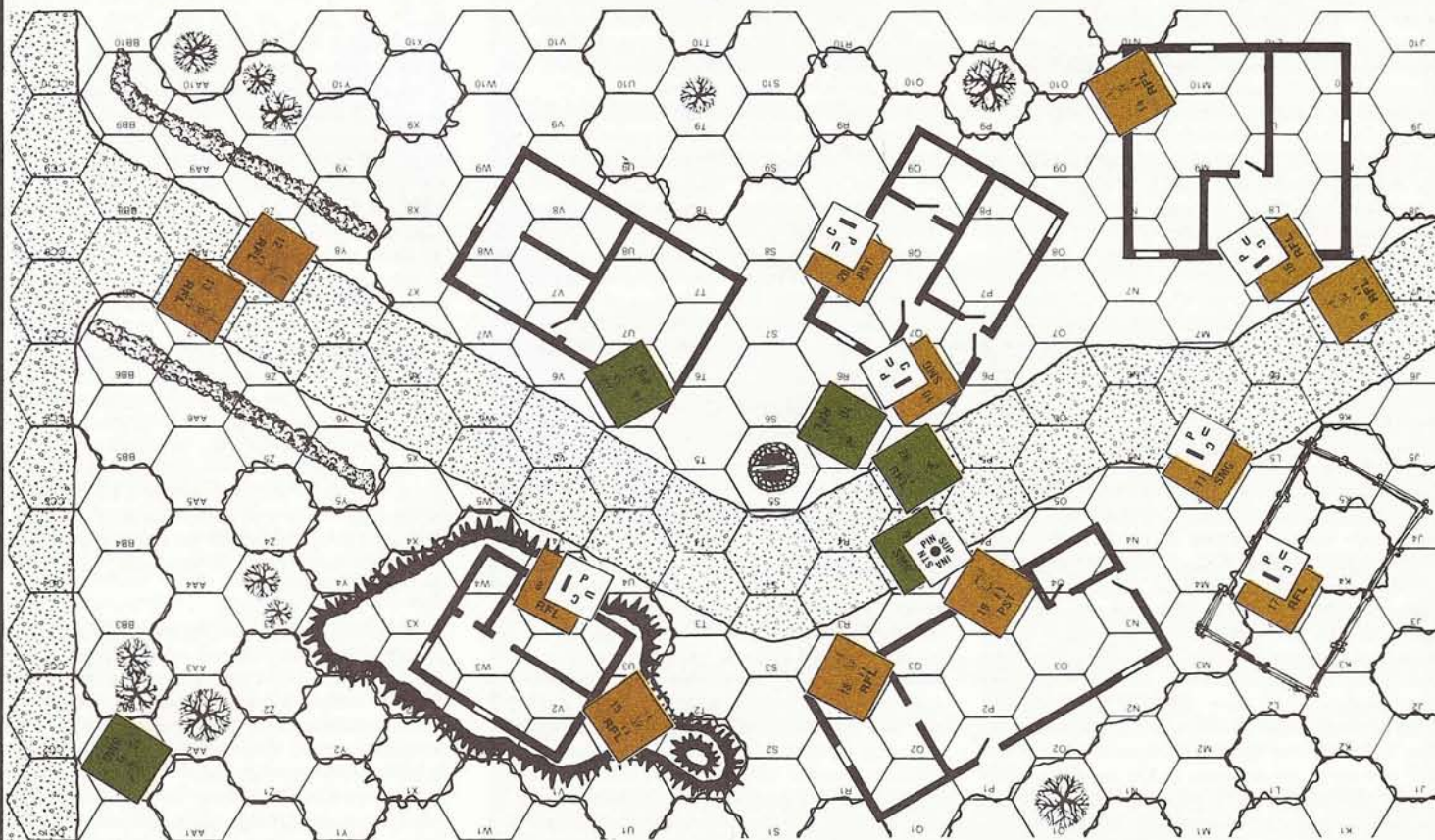
SERIES REPLAY

Scenario 3—Ambush
"Gunners Last Patrol"

Americans: Vincent Fratelli
Viet Cong: Rex A. Martin
Neutral Commentator: Craig Taylor

Since FIREPOWER is a new and unknown game to most of you, this rather lengthy explanation of the rules, along with other comments in the narrative, should allow even those totally unfamiliar with the game system to follow the action and enjoy this replay.

The game covers man-to-man actions in the many wars fought over the last twenty years. The individual "soldiers" are divided into squads (in this case, one squad per side) and each squad gets a certain number of "Impulse Phases" (four each, in this game) per Turn. These Impulse Phases occur randomly when inverted "Sequence units" (or counters) are drawn. During each Impulse Phase, the player is allowed to preform "Actions" for the soldiers currently located in a certain limited number of hexes—the Americans and two hexes for the Viet Cong—each hex in which this is done constitutes an "Impulse". A soldier involved in an Impulse has four movement factors available (exception: five movement factors for leaders and only three movement factors for soldiers with heavier weapons such as machineguns and mortars). Every type of Action performed costs movement factors—one movement factor to enter a new hex (doubled when backing up), one movement factor to change posture from standing to prone (but two movement factors to change from prone to standing), one movement factor to turn a soldier in place (no cost if the turn is only 60 degrees and the soldier does not fire), one movement factor to melee, one movement factor to move up or down a hill or depression, two movement factors to fire a weapon or throw a hand grenade, and so forth. These Actions may be performed in any desired order.

Combat employs a ten-sided die which is rolled the number of times indicated by the Rate of Fire on the Weapons Chart (for example, "2×3" indicates that two "bursts" of three "shots" each can be fired, although each burst must have a separate target; an entry of "2" indicates that two shots may be fired at one target). See Chart 1. For most, the weapon used is crossgridded with the range to find a "hit number". If the hit number or less is rolled for any of the shots, a hit is scored. Misses from automatic fire (any rate of fire given in "bursts") will still suppress all soldiers in the target hex. For grenades, mortars, mines and rocket launchers, rolling the hit number or less merely indicates that the target hex is hit—then all soldiers in the hex (and, due to a "blast radius", soldiers in adjacent hexes for larger explosives) are checked. If the blast number (see the Blast Column on Chart 1) or less is rolled, the soldier is hit; if not, the soldier is only stunned and will be out of play for some time. For weapons with blast numbers, if the target hex is missed, a "spread diagram" is used to determine just where the projectile does hit and the blast effects are calculated from there. Many of these weapons have alternate rates of fire and much longer ranges but, since none of these were used in the replay, they are not given on Chart 1. The numbers rolled on the dice can be modified by a target soldier's posture (prone, for example, garners a "+2"), firing through tree hexes ("+1" per tree hex), location (a tree hex itself offers a "+2" modifier),

and other factors that can make the target harder to hit. Close Combat is resolved in a similar manner, with the single attacker's die roll modified by weapon types and posture. Although there is an Optional Rule for wounds, it was not used and in this game one hit automatically eliminates any soldier.

The terrain in the Ambush scenario is very dense jungle—almost every hex except the road contains trees. The scenario rules require the attacker (in this case, the Marines) to proceed down the road until such time as the mine is hit or the defender (Viet Cong, in this case) decides to spring his trap. The defender's locations are written down and the units removed, so the attacker is totally in the dark as to the defender's locations until the shooting starts. The starting hexes, facings and postures ("P" for prone; "S" for standing) are found in the "Start" column of the Squad Lists (Chart 2) and are also graphically shown on the first map, Illustration 1. Once things get rolling, the Viet Cong units are placed on the mapboard, and immediately get a "bonus" Impulse Phase followed by an American "bonus" Impulse Phase. Then the normal drawing of Sequence units starts, continuing for three turns (representing about 30 seconds a turn). Each side gets one victory point for each enemy casualty and two victory points for each soldier exiting the mapboard during Turn 3. The Viet Cong must exit off the long mapboard sides and the Marines must exit off the short mapboard sides. The players choose to organize and equip their squads as shown in the Squad List.

Most series replays take more than one attempt to obtain a sufficiently interesting game, but this was the happy exception where the first try gave one for the books. The game played used Scenario 3, "Ambush", and only the rules through the Advanced Game were used (with the exception of Option 26, which was used to generate the Marine squad—the Viet Cong squad came right out of the scenario). The two players are both experienced gamers who had playtested FIREPOWER extensively and were already very familiar with the Ambush scenario.

OPENING REMARKS:

VIET CONG: *FIREPOWER* is, of course, an extremely tactical game; but even for a a battle fought at such ranges and with such weapons one needs a plan. Mine is based on an evaluation of all the disadvantages the Viet Cong face in this matchup. To glance over the balance sheet for a second, the enemy outnumbers my troops and are better armed (and protected by flak jackets no less). Note the American bipods and number of grenades, and his shotgun and grenade launchers can be deadly (when I play as the Americans, I scatter grenades with abandon to hell and gone). My MPL and MRT are virtually useless in an ambush on one board—the range for the MRT excludes its use unless confined to one small strip at the end of the board, and the MPL has virtually no use against personnel. Too, to be effective, each would need to be crewed and that would strip a rifleman from my already pitiful numbers. The Amis have more leaders (four

to my one) for better flexibility and more Actions per Impulse (three to my two) for better reaction.

The Viet Cong are outclassed, outgunned and outnumbered. I've never seen them win in this scenario. My sole advantages are the mine, my ability to exit the long side of the mapboard and the *first* shot. But even these are partially negated. The mine is a static weapon and totally beyond my control; the best I can do is place it in such a manner that his chances of crossing it are increased. My ability to exit the mapboard doesn't mean spit until the third turn and I've often witnessed (and participated in) the massacre of the Cong before that occurs. And the first turn bonus impulse is always followed by an American bonus impulse, which will certainly bring a casualty or two. So, as in any tactical game, to have any chance of winning I must highlight my advantages, thin as they are, and seek to force Vinnie to a situation where he cannot take advantage of his.

Hence, my strategy is to create an upfront firefight. By doing so I hope to give him a number of casualties early, cutting his numbers and firepower. Such an engagement could keep him so busy that his leaders have no chance to get organized and increase the number of men moving/firing—especially if I can kill off a couple of his leaders quickly. I am placing the mine in V7 to place his squad in the center of the mapboard when it is triggered (since the point man is usually the one that sets it off). Should he pass it by, I'll open up as soon as his squad is split to my liking. Then, during the course of the action maybe I can lure across or force him to retreat past the hidden mine. During the initial fusilade, I unfortunately will have only two shots and must make them both count. The LMG and his GLRs are prime targets since I've a healthy respect for them and must seek to cut his firepower. My LMG is crewed by my leader—who, given the placement of my men strung out on both sides of the road, really has nothing else to do—and placed on the hilltop to command a wide section of the road and yet insure that Vinnie must at least *work* to kill it off. The main point to all this is that I'm looking to wipe out the front half of his squad and then withdraw to the edges to await Turn 3 and get the hell out. Al Sen, Chi Ho and Gi Ap are expendable and I only hope to kill an equal number of his rear guard with them. The MRT man is placed to withdraw as soon as Turn 3 begins—if he lasts that long. A quick victorious firefight (meaning I kill off more of his than he kills of mine) followed by a withdrawal to reach my survivors should bring me at least a fair chance of victory.

AMERICAN: Being the Marine in this scenario is great fun since they have some impressive advantages. First, the Marine training allows me to do three actions per impulse instead of Rex's two. The Marines have impressive firepower, both in terms of main weapons (M16 and M79 GLR) as well as in terms of personnel grenades. If this wasn't enough to deter the Cong, my men are given body armor which gives these troops additional protection from injury. If that was not enough, I have four leaders to keep my laggards moving.

So this scenario should be a cake walk for the Americans, right? WRONG! By giving the Cong first shot and the chance to begin the play of the scenario at his option, Rex should be able to kill two or three Marines before I get my first impulse. Too, it means that he will begin the play when my units are neatly in the trap, as far from the American exit areas as possible. The modern battlefield is not a pleasant place with the plethora of accurate automatic weapons so that exposed troops will suffer high casualties. Guess whose troops are exposed in this replay.

I'd rather enter my men in single file to try to avoid hitting the mine (which must be placed in the road) and face my troops in different directions to be able to fire to avoid movement modifiers to fire once the fight starts. This stretches the squad column, but double-file only guarantees that the mine will be stepped on and also presents some great targets for his machinegun.

Regarding the Marines, I question the wisdom of having two of the ''Bloopers'' (25 and 28) together in the lead and also of having two assistant squad leaders (17 and 18) bunched together in the rear. Having an assistant squad leader (28) armed with a ''Blooper'' makes him a prime target, something you never want to do. Since your opponent initially has no idea who the leaders are, it is usually best not to arm them with weapons that will draw early fire. For the Viet Cong, with ranges this close the mortar and rocket launcher are of very limited value, so the RP46 is the only effective heavy weapon available. A more promising machinegun placement would be in hex X8, in one of the foxholes, so as to command the section of road immediately in front of the mine. The VC strategy is attack from point-blank range—this could be a very quick and bloody one!

So, it begins. It's an unusually hot and muggy day, even for 'Nam. Sergeant ''Gunner'' Frat, John Wayne clone and veteran of many a stricken field, leads his squad of gyrenes on one of their seemingly endless boondock patrols. ''Gunner'' maintains a position in the middle of his squad, ready to take control wherever necessary. ''Trigger'' Burke, winner of a Silver Star on a previous patrol for personally dispatching six of the enemy, leads the forward fire team while the newly promoted Lincoln and the ever dependable McNulty bring up the rear with their fire teams. All is quiet, but somewhere up ahead, unknown to the bored and sweating Marines, lurks the wily Ma Rtin and his squad of ''Charlies'' . . .

VIET CONG BONUS IMPULSE PHASE:

The VC units have been placed on the mapboard. The mine location is still secret (located in V7).

Impulse 1: Chi Ho (7) fires his PPSh41 submachinegun at full automatic at one hex (5 yards) range into the ''Chief'' (2) and ''Beans'' (11). Two bursts gives three shots at each with a ''5'' hit number, but a ''+1'' modifier applies because of their body armor as opposed to the pistol rounds used by a submachinegun. Still good odds, and both the ''Chief'' (2) and ''Beans'' (11) go down.

This I needed badly, upping my kill ratio right out of the chute. And it very nicely chops his squad apart. Too, it throws Vinnie into a terrible rage—not a factor to be discounted in such a short game since it can affect a lesser gamer's logic for a vital move or two. But Vinnie is the perfect gyrene anyway—he attacks anything that moves in every game I've ever played with him (including his own allies at times, much to my sorrow).

Impulse 2: Re Nhan (6) fires his antique Moisin-Nagant at Burke (28) and takes out the decorated one with one accurate (''7'' or less to hit) shot.

1. WEAPON CHARTS: These are abbreviated examples of the charts found in the game and cove only the information needed to help follow the replay.

VIET CONG WEAPON CHART

TYPE UNIT	WEAPON NAME	RATE OF FIRE	1-2	3-5	6-8	9-12	13-20	21-30	BLAST
—	Offensive Hand Grenade	1	8	6	3	1	—	—	3
LMG	RP46 Machinegun	3×4	5	4	4	4	4	3	—
MPL	RPG2 Rocket Launcher	1	—	6	5	3	1	0	2
MRT	M1941 50mm Mortar	1	—	—	—	—	—	3	5
RFL	AK47 Rifle	2×3	5	4	4	3	2	0	—
RFL	Moisin-Nagant Rifle	1	7	6	6	6	5	4	—
PST	TT33 Pistol	2	6	4	2	0	—	—	—
SMG	PPSh41 Submachinegun	4×3	5	3	1	0	—	—	—
—	Anti-Personnel Mine	1	Blasts when entered						7

AMERICAN WEAPON CHART

TYPE UNIT	WEAPON NAME	RATE OF FIRE	1-2	3-5	6-8	9-12	13-20	21-30	BLAST
—	Offensive Hand Grenade	1	8	6	3	1	—	—	3
—	Smoke Hand Grenade	1	8	6	3	1	—	—	—
—	White Phosphorus Grenade	1	8	5	2	—	—	—	3
—	Defensive Hand Grenade	1	8	5	2	—	—	—	5
GLR	M79 ''Blooper'' Gren. Lnchr.	1	—	—	6	5	4	3	4
LMG	M60 Machinegun	3×4	5	4	4	4	4	3	—
—	M1911A1 Pistol	2	6	4	1	0	—	—	—
RFL	M16 Rifle	2×3	5	4	4	3	3	1	—
—	Shotgun	2	9	6	3	2	0	—	—

2. SQUAD LISTS: The players organized and equipped their squads as shown. The contents of list are unknown to the opponent.

AMERICAN MARINE RIFLE SQUAD LIST (Courtesy of Central Casting)

START	COUNTER	NAME	EQUIPMENT
O4-3S	LMG2	''Chief'' Falling Cloud	M60 machinegun, M1911A1 pistol.
L5-3S	RFL7	''Smiley'' Johnson	M16, bayonet, 1 WP & 2 def. grens.
Q4-2S	RFL8	''Skeeter'' Phillips	M16, bayonet, 1 WP & 2 def. grens.
O4-3S	RFL11	''Beans'' Ortega	M16, bayonet.
J4-2S	RFL12	Amiable Jones	M16, bayonet, 1 off. & 2 def. grens.
M5-1S	RFL17	Roosevelt Lincoln (ASL)	M16, bayonet, 2 WP & 2 def. grens.
K5-4S	RFL18	Mike McNulty (ASL)	M16, bayonet, 1 WP & 1 off. grens.
P3-4S	RFL19	''Gunner'' Frat (SL)	M16, shotgun, 1 smk. & 1 off. grens.
U6-4S	RFL21	Arnold Schwartz	M16, bayonet, bipod, 1 smk. & 1 off. grens.
V6-3S	RFL23	Byron Bear	M16, bayonet, bipod, 1 smk. & 1 off. grens.
T5-2S	GLR25	Jaques Lestrope	M79, M1911A1, 4 explosive & 1 smk. rnds.
N4-2S	GLR27	''Dutch'' Kowalski	M79, M1911A1, 4 explosive & 1 smk. rnds.
S5-3S	GLR28	''Trigger'' Burke (ASL)	M79, M1911A1, 4 explosive & 1 smk. rnds.

All of the Marines are equipped with body armor, which gives additional (''+1'' added to the die roll) protection against blast and fire from pistols and submachineguns. Bipod-equipped rifles, as well as machineguns, can be fired into more than one hex when the firing soldier is prone.

VIET CONG SQUAD LIST

START	COUNTER	NAME	EQUIPMENT
L4-4P	RFL1	Al Sen	AK47, bayonet, 3 off. grens.
X8-6P	RFL2	Som Day	AK47, bayonet, 3 off. grens.
W5-5S	RFL3	Ah lee	AK47, bayonet, 3 off. grens.
K7-2S	RFL4	Gi Ap	AK47, bayonet.
V3-5P	LMG5	Hen Ri	RP46 machinegun, TT33 pistol.
S4-4S	RFL6	Re Nhan	Moisin-Nagant bolt-action rifle, bayonet.
N3-3P	SMG7	Chi Ho	PPSh41 submachinegun.
V3-5P	PST16	Ma Rtin (SL)	TT33 pistol, 2 off. grens.
Y8-6S	MPL24	Gia Lam	RPG2 rct. lnchr., 3 explosive rnds., 5 off. grens., TT33 pistol.
J8-2P	MRT29	Dong Bi	Mortar, 4 explosive rounds, 3 off. grens.

The mine is secretly located in hex V7—it explodes if the hex is entered. Foxholes are located in hexes W5 and S4.

Even better, taking down a GLR. Not a bad start in this scenario for the Cong when you can claim three kills on the bonus impulse. Now to suffer. After he does his worst, I want (read "desperately need" the first Impulse Phase here or he gets two in a row to react) to KO his GLRs and point troops quickly.

MARINE BONUS IMPULSE PHASE:

Impulse 1: McNulty (18) snaps off a quick burst at a flash of black pajamas in hex K7. This is three shots with a "5" to hit, but modifiers of "+2" apply due to the cover and concealment offered by the tree sheltering Gi Ap (4). A "2" is rolled, and Gi Ap (4) buys the farm.

I'd crewed the machinegun (all machineguns are belt-fed and require a crewman to use their full rate of fire) expecting trouble at any minute, but the trouble was five yards (one hex) behind the M60. What did I tell you, three dead before I even start! Now comes the first critical decision on my part—do I use the "hit the dirt" option, losing one impulse in the process? I, for one, dislike this option. I will use my Actions to inflict some suffering on my opponent if I can. You can't kill the enemy if your face is in the dirt. Gunner says, "Let's go git 'em!"

Impulse 2: Lincoln (17) turns in direction 6, rushes ahead one hex, and gives A1 Sen (1) a convincing demonstration of bayonet drill proficiency.

Impulse 3: Too close to fire his "Blooper", Kowalski (27) tries to use it like a club. Kowalski (27) turns in direction 1 and enters hex N3 to melee Chi Ho (7). Neither a blooper nor a submachine-gun is the weapon of choice for hand-to-hand combat, but Chi Ho (7) uses his smoking and heavy old PPSh41 to good effect, dealing Kowalski (27) a blow that rattles his teeth and takes him out for the count.

I decided not to "hit the dirt" but to gamble on getting the first Impulse Phase in order to deal with as many threats as fast as possible. "Winning" two and losing one of the Impulses hurt, as this gives the Cong a four-to-two difference in casualties. A win with Kowalski (27) and we would now be tied at three-three.

This scenario may be over quickly if Rex gets two or three Sequence Chits before I do. *FIREPOWER* is a game of quick decisions and opportunity (read, "luck"). It is a 50-50 chance that my chit will come up first, and there's not really much I can do about it anyway.

The Marines have reacted most aggressively, but the single-handed heroics of Chi Ho (7), who has already dispatched three Marines, leaves them behind four losses to two. If the VC gets the next Impulse Phase, Vince may regret not using one Impulse for a "Hit the dirt!" order—this is a special rule that allows any number of soldiers to go prone with the use of only one impulse. Right now all but one of the Marines are standing in the open road.

TURN ONE:

The normal drawing of Sequence units starts now.

MARINE FIRST IMPULSE PHASE:

Impulse 1: Bear (23) excitedly throws an offensive hand grenade at Som Day (2), but it bounces wild and causes no damage. Bear (23) then flops on his belly, hugging the ground for protection.

Impulse 2: "Gunner" (19), always the complete professional, swings into well-practiced motion, pausing only to strike a heroic pose in the setting sun before turning in direction 6, entering hex O3, turning in direction 5, and entering hex N3 to melee the redoubtable Chi Ho (7). Ho's (7) hot, however, and the fabled "Gunner" goes down to defeat (cold
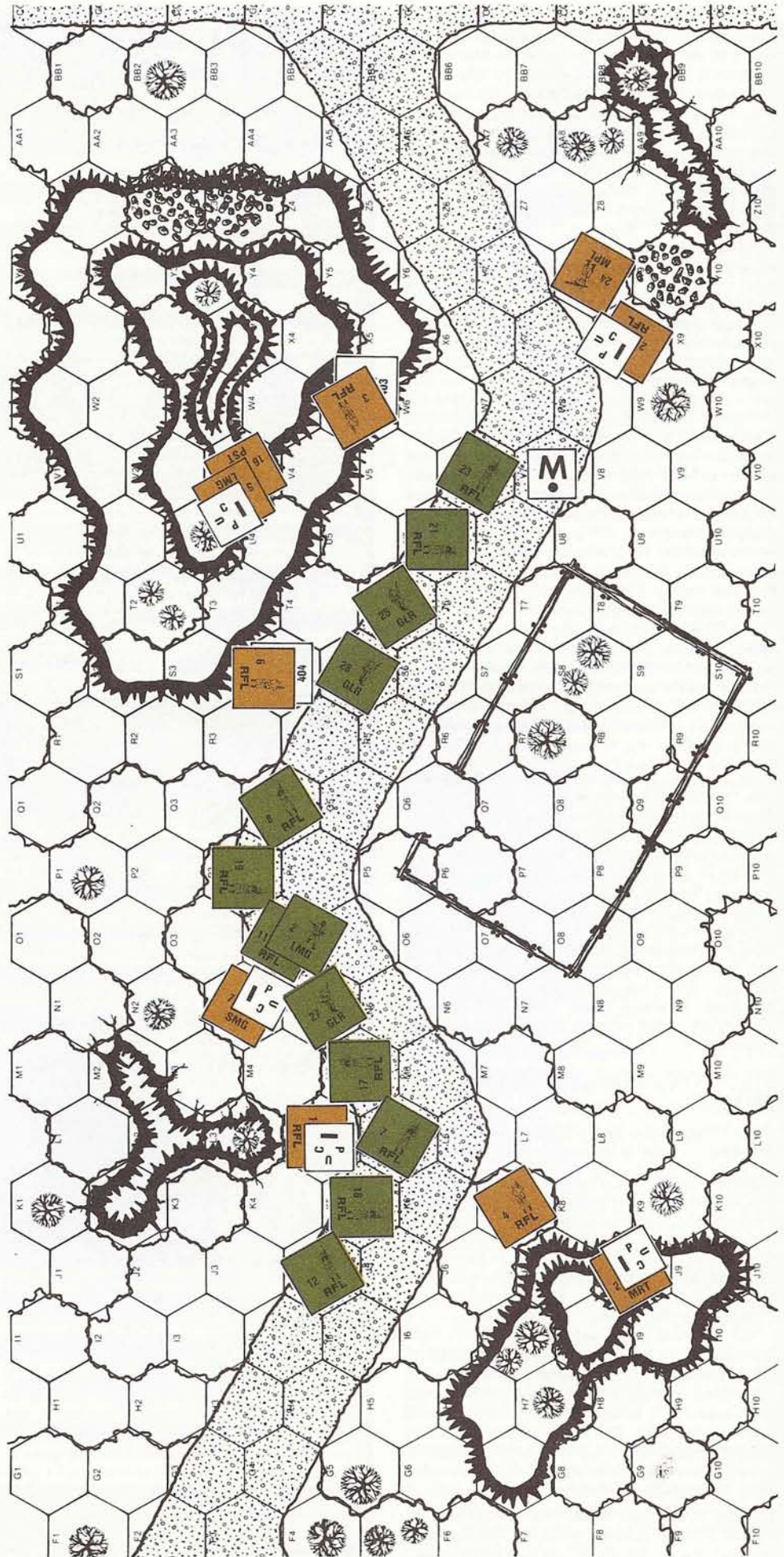

Illustration 1: THE SITUATION AT THE START

die rolling, Vinnie—"Gunner" had a 70% chance of winning).

The threat to the rear of the column appears to me to be more severe than the one up front. By trying to elimnate this concern and clear the area, I hope to get a safe zone to operate in.

Impulse 3: Lincoln (17) sees that the sergeant is in trouble and rushes over, entering hex N3 facing in direction 2. Private Chi Ho (7) has gone to bat once too often today, and Lincoln finally takes him down.

Got that first Impulse Phase! So what happens?! I guess that I could have been more unlucky, but I don't know how. The elimination of the submachinegun at N3 basically gives me a "safe zone" in which to operate, thanks to the mortar's minimum range and the distance and tree cover to the other Cong. Now I can devote most future Impulses to the lead squad members.

Getting the first Impulse Phase gives the Marines a chance to continue their aggressive response to, the ambush. Except for that enemy mortar, which is much too close to fire, and despite heavy losses, the Marines have succeeded in eliminating the immediate danger to the rear of the column. The Charlies, although Rex doesn't realize it, have already eliminated two of the four Marine leaders, however.

VIET CONG FIRST IMPULSE PHASE:

Impulse 1: Som Day (2) fires a burst from his AK47 at Schwartz (21)—three shots with a hit number of "4" and no modifiers, but all go wild, leaving Schwartz (21) unhit, but Suppressed (subtracts one movement factor and adds "+1" to die rolls for firing)—the wisecracking kid from Brooklyn is temporarily speechless.

With bodies waist-high around him, Ho's heroics ("John Wayne"—who he?) has put me in excellent shape. Course, clumsy "Gunner" fell on his own bayonet. This replay'd be history by now but . . .

My rear element is gone, so I've really no choice but to shoot up the lead and try to keep his rear reinforcements out of action by forcing him to use his impulses to try to save them. I'd hoped to panic some of his lead members over the mine by this point by putting all my strength on this opposite side of road, but stupid Yankees simply stand in middle of road! Forgot Vinnie *never* retreats, only charges.

Impulse 2: Ah Lee (3) fires his AK47 burst from his foxhole through the trees ("+1" modifier) at the prone ("+2" modifier) Bear (23) with a hit number of "5" that sends Bear (23) on a permanent furlough.

A bit of luck takes out his only prone man. If I get the next Impulse I should have a *good* chance of killing off his last GLR with Re Nhan (antique hunting rifle, you know) and Schwartz (21) with deadeye Ah Lee. Then I can turn to face five remaining GIs as they become desperate to stop my withdrawal. From such desperation are mistakes made. Sweet visions of the Chairman's blessings for great victory.

This looks like an opportunity to further punish the head of the Marine column, and Rex doesn't pass it up. The Marines have now lost six men to the Viet Cong's three. If the next Impulse Phase is the VC's, they may be able to finish off the head of the Marine Column.

MARINE SECOND IMPULSE PHASE:

This should give the Marines a chance to regroup and recover.

Impulse 1: That new man, Phillips (8) reacts instinctively, entering hex R3, turning in direction 3,

and entering hex S6 to pry Re Nhan (6) out of his foxhole with the point of his bayonet.

Phillips does the job; getting off the road and bonging a Cong in the process. I must give the impulses to the lead men, trying to protect them from further harm. Will ignore the rear area so long as Rex does or until I've no effective force up front.

Impulse 2: Schwartz (21), having a good scare from Som Day's (2) fire, turns in direction 3 and falls prone.

Schwartz went prone to use his bipod-equipped M16 later, and to keep himself alive.

Impulse 3: Lestrope (25) wheels in direction 3 and fires an explosive "Blooper" round over Gia Lam's (24) head, hoping that the round will hit a tree and bounce back. It doesn't, and the shot is wasted.

Lestrope gambles to no effect. What a shame.

What in Sam Hill does Lestrope think he's doing?

VIET CONG SECOND IMPULSE PHASE:

Schwartz (21), who has gone prone, and that maniac Lestrope (25), who is still standing in the middle of the road, look vulnerable at the head of the column. And, with the VC chit drawn for the impulse, Schwartz's Suppressed status ended.

Impulse 1: Som Day (2) fires another burst at Schwartz (21), who hugs the road for dear life. More misses, but Schwartz (21) is again Suppressed.

Ah well, so much for the Chairman. And I lose another man in the process (but then, he was a reactionary anyway—why else arm him with an antique). I need to keep Vinnie busy, and keep his point troops locked in my bulldog grip. So fire on the one Marine to insure that he is there for my next turn even if not killed.

Impulse 2: Hen Ri (5) and Ma Rtin (16) finally open with the machinegun at Lestrope (25)—four chances with a hit number of "4" and a "+2" modifier (for the intervening trees). Fortunate favors the brave, and Lestrope is only Suppressed.

Time for the heavy stuff. Aided by my honorable self, LMG opens up. Aargh!

The VC commander continues to concentrate on the point men. But all for naught. Don't use that hammer on my dice, Rex!

MARINE THIRD IMPULSE PHASE:

Impulse 1: Phillips (8) moves to hex T3, direction 2.

Phillips begins his move to flank the machinegun position on the top of the slope. A tough and tricky situation. I must use him each and every impulse so long as he survives to force Rex to use one of his two impulses each phase to react.

Impulse 2: Lincoln (17) pivots in direction 3 and looses a M16 burst at Som Day (2), Suppressing him.

Impulse 3: Even though Suppressed, Schwartz (21) takes advantage of his bipod and prone position to loose M16 bursts at both Som Day (2) and Gia Lam (24), Suppressing both, although this second Suppression on Som Day (2) reduces him to a quivering mass of jelly and leaves him "Pinned" (subtracts 2 movement factors and adds "+2" to firing die rolls).

Schwartz's bipod pays off with Linclon's burst in slowing down two of the Cong. I'm now down in casualties six to four, but I'm happy with the position my troops are in at this moment. Let's hope it stays that way.

This is probably a good time to point out that whenever a Sequence unit for one side is drawn, all Suppressed status disappears and all Pinned status are reduced to Suppressed status on the other side's units. Stunned status (where nothing can be

done) is reduced to Pinned status for one's own units at the end of one of your own Impulse Phases.

This is the first glimmer of tactics I have spotted on the Marine side fire support combined with manuever. Up until now, Vince has reacted like a mad dog, simply attacking everything in reach.

VIET CONG THIRD IMPULSE PHASE:

Amazing. All sequence picks thus far have alternated perfectly. Schwartz and Lestrope both lose their Suppressed status at the beginning of this Cong impulse.

Impulse 1: Hen Ri (5) and Sergeant Rtin (16) are starting to get upset about that leatherneck creeping up on them and fire a machinegun burst downhill through the foliage at Phillips (8). It misses, but Phillips (8) is Suppressed.

Don't like this at all. My options are being severely limited and I'm a very opportunistic player. I can think relatively fast on my feet to take advantage of my enemy's mistakes (which is why I prefer FTF, multi-player games to all others). But now the various American shots have curtailed my possible actions and Vinnie is at the same time mounting a threat. I should have had this lead element wiped out by now. But my fire on his threat only suppresses him. I'm going to have to speak to honorable ancestors about this!

Impulse 2: Ah Lee (3), who eliminated Bear (23) earlier, now turns his obvious AK47 marksman talents on Schwartz (21) with a well-placed burst. With three shots and a hit number of "5" against modifiers of "+1" (firing through a tree hex) and "+2" (Schwartz is prone), Ah Lee manages *two* hits and it's so-long Schwartz (21). Rex's dice looked better that time. Lestrope (25) is starting to feel very lonely.

It's about time. How long can these turkeys in the open last, after all? Meanwhile, as I'd hoped, his "tail-end charlies" are frozen as his point trops battle against the odds. Maybe I can get Dong Bi out after all. So far he's yet to find out what all the noise is about as he clutches his grenades waiting to see the brush rustle before hurling them about.

MARINE FOURTH IMPULSE PHASE:

Gia Lam (24) loses Suppressed status and Som Day (2) has his Pinned status reduced to Suppressed.

Impulse 1: Phillips (8), despite being Suppressed, can still pull the pin on a grenade and heaves a pound of terror up the hill plop into hex V3. The grenade rattles around in the tree branches for a while, then drops into the laps of Hen Ri (5) and Ma Rtin (16), who suddenly decide that they hate pineapples. Rtin (16) attempts to scoop up the grenade, but it is too late (a grenade can be picked up and thrown back on a roll of "1" or "2" but failure can have unpleasant consequences). The crafty Sergeant Ma Rtin (16) curses his slow reflexes, then goes to join his ancestors while Hen Ri (5) is Stunned by the blast.

The loss of Schwartz marks a critical point in the battle of the head of the column. Five Viet Cong to two Marines! Things are starting to look bad. Phillips (8) will try to KO the machinegun nest while Lestrope will loose another round at Gia lam and Som day. A little (or a lot) of luck during this phase wouldn't hurt either.

Wonders! On my last impulse of Turn 1, Phillips gets lucky and makes my day! Phillips' blood is up, and so is mine.

Impulse 2: Lestrope (25) displays Gallic stubborness (or insanity) and again tries to bounce a "Blooper" round onto or near Gia Lam (24), but it sails off out of sight. A clear miss. It's amazing—

when Rex plays me with the Marines his "bloopers" are usually my downfall.

Impulse 3: McNulty (18) enters hex K6, turns in direction 5, enters hex J6, and turns in direction 4. McNulty's going after that mortarman.

Anyway, I cannot afford to trade casualties like this anymore. I'm very concerned at my lack of forward firepower and need to do something about his four men at the head of the column.

VIET CONG FOURTH IMPULSE PHASE:

Phillips (8) sheds his Suppressed status now.

Impulse 1: "Skeeter" Phillips (8) is starting to look like a problem, and crack shot Ah Lee (3) faces in direction 6 to have a try. With a hit number of "4" and "+5" modifiers ("+2" for two intervening trees, "+1" for turning, and "+2" for the cover of Phillip's tree—no chance of a hit), the best that can be managed is to Suppress Phillips (8).

Damn. First my SL buys it on a freak roll. Then someone notices my inoffensive mortar position on the hilltop. I don't like any of this. I need some luck to right this terrible state of affairs. If I'd had two Impulses in a row at any time, this could've been over. Now, with so many many threats and suppressions facing me, it will be rough and tumble. And keeping an eye open for the good doctor's mistake is tiring.

Impulse 2: Gia Lam (24) fires a RPG2 rocket at Lestrope (25) and then drops prone. The rocket whooshes overhead and misses by a mile. Oh well, didn't expect it to do anything; just wanted to fire it once. I'm not so sure about dropping prone since I may want to exit Gia rather quickly.

The Stun status on Hen Ri (5) is reduced to Pinned status.

This finishes Turn One. The Marines have lost seven men (including two leaders) to the Viet Cong's five (including their only leader), but seems to be recovering somewhat from the initial surprise. The VCs have a 4-2 advantage at the head of the column and, if this can be exploited during Turn 2, they will be in good shape when withdrawals start on Turn 3. I've stopped looking for any sort of tactics—this game is a brawl, pure and simple. The situation at this point is shown in Illustration 2.

TURN TWO:

The Sequence units are remixed—it's time to continue.

MARINE FIRST IMPULSE PHASE:

Hen Ri's (5) Pinned status is reduced to Suppressed; and Som Day (2) is no longer Suppressed.

Impulse 1: With my luck so far with grenades, I've decided to try a few more. McNulty (18) wants to see how Dong Bi (29) likes white phosphorus and tosses him a hot egg. Dong Bi (29) dislikes it a lot and is eliminated. More hot dice for Fratelli. Another Cong fried. Things are starting to look better now that the last threat is eliminated in the rear.

Impulse 2: Phillips (8) is a grenade-throwing fool when Suppressed, a real "Natural". He turns in direction 3 before sending a side-arm slider at hex W5. Phillip's (8) last defensive grenade is right on target, and only his foxhole saves Ah Lee (3) who is Stunned (and unhappy).

Impulse 3: Lestrope (25), is still standing in the middle of the road pumping "Blooper" rounds over Gia Lam's head. Another miss.

Vince, why don't you at least back up one hex so you can fire at the target hex instead of firing
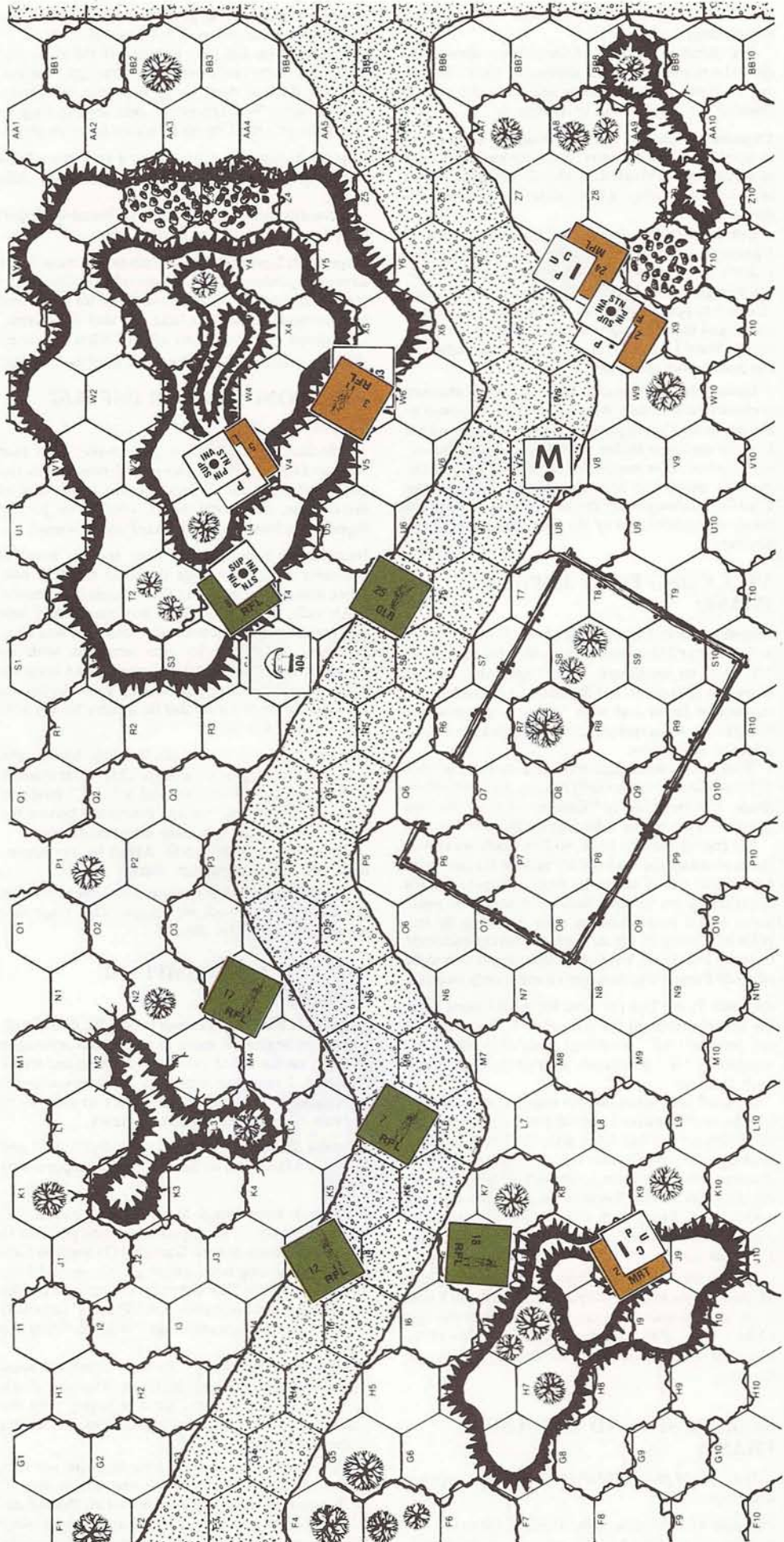
Illustration 2: THE SITUATION AT THE END OF TURN ONE
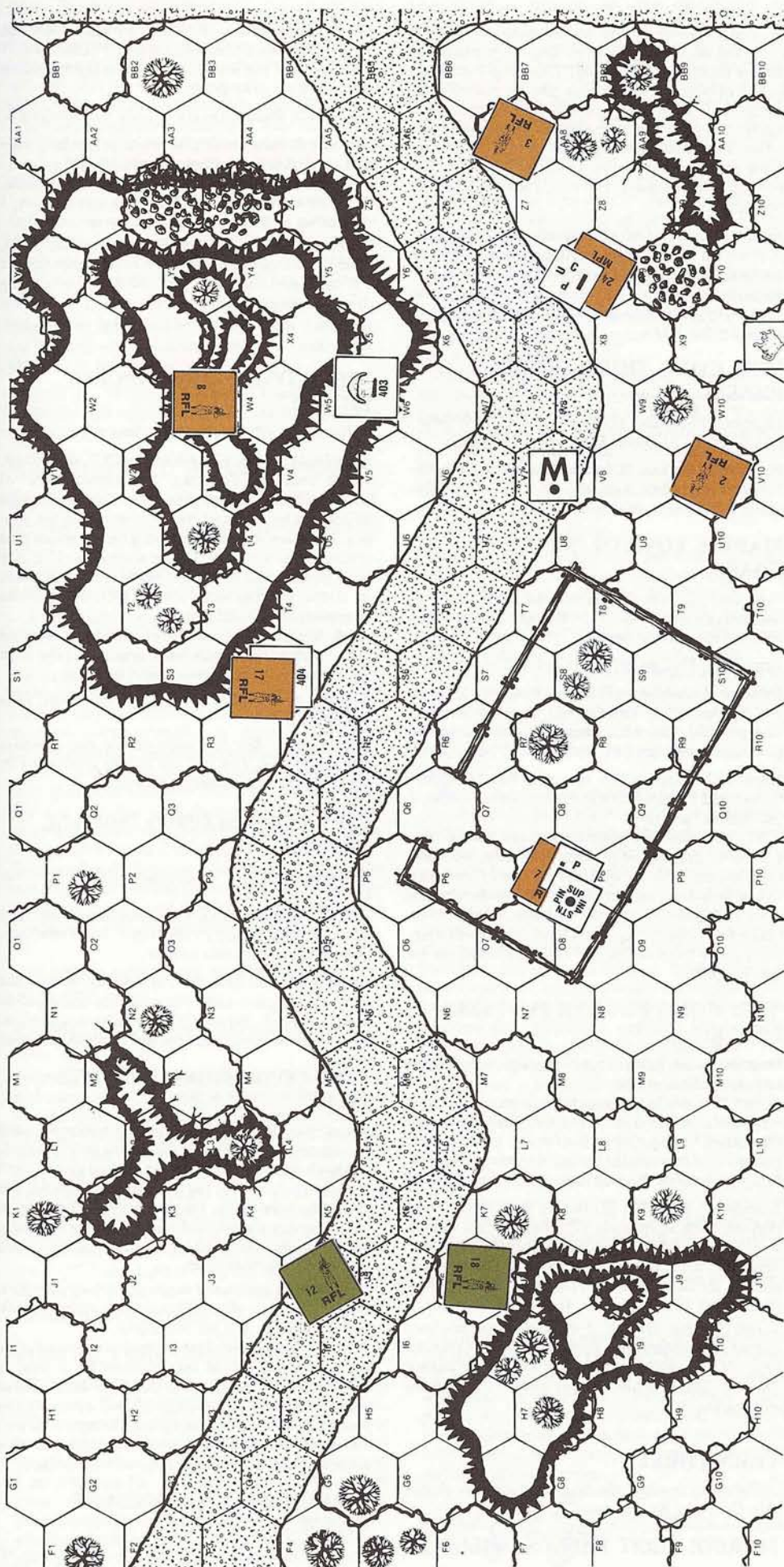
high and hoping for a "short" spread? This is the third Impulse wasted on this.

MARINE SECOND IMPULSE PHASE:

For the first time, Sequence unit pick deviates from the perfect alternation seen so far. Hen Ri's (5) Suppressed status is now gone.

Impulse 1: At this point in the game, I have make a critical decision myself on whether to exit Lincoln (17), Johnson (7), Jones (12) and McNulty (18) for eight victory points. However, Lestrope and Phillips may well be killed in the process. Note that Phillips has only one WP grenade left and Lestrope only has one explosive round left. Assuming therefore that Phillips and Lestrope are killed and that all remaining Cong exit, I would lose by three points. Killing one Cong would deny Rex two points for his exit and give me one more for the kill. A three point swing, and a tie. But I see it as my only real hope. As Gunner *used* to say, "Let's go git 'em!" I will use my impulses this turn to move forward and eliminate as many of the remaining Cong as possible, my only hope for victory.

"Skeeter" Phillips (8), still Suppressed, moves to hex U2 facing direction 3.

Impulse 2: Lestrope (25) finally decides that discretion is the better part of valor and moves into the protection of the trees in hex T4, facing in direction 1.

Impulse 3: Lincoln (17) turns in direction 2 and moves through hexes O3, P2, and Q2, finally ending in hex R1. Since four new hexes were entered, Lincoln is considered to be "Running" ("+2" modifier, if fired upon).

Things are looking up as Lincoln and Lestrope move forward to help "hero" Phillips. That Charlie with the machinegun had better do some fast praying, because I intend to overwhelm him with my three approaching grunts and capture the hilltop in the process. Let's see if Rex can stand the heat. All of my moves have been made to keep his forces in contact and to threaten his retreat routes.

The first two Marine Impulse Phases of this Turn have cleared the last opposition to the rear of the column and reduced the odds at the head to four to three. Vince has had some excellent rolls, and Martin has been unable to hit anything lately. There are, however, now four VC Sequence units left this turn to only two American.

VIET CONG FIRST IMPULSE PHASE:

Phillips (8) loses his latest Suppressed status.

Impulse 1: Hen Ri (5) turns his machinegun in direction 6 and blasts at Phillips (8). Phillips (8) is Suppressed (yet again).

Bad situation, but his two in a row means that I get at least two Impulses in a row also some time. Vinnie seems to have picked up on my other favorite weapon—white phosphorous. I burn everything around and usually have a couple of pyromaniacs armed with nothing else in every Ami squad. Must keep this Phillips character down in case he's got any, he's a real thorn in my side.

Impulse 2: Som Day (2) fires an AK47 burst at the now-hidden Lestrope (25) three shots, hit number "4" with a "+2" modifier—and manages a hit. Lestrope (25) goes west.

I had to get this guy and so plugged away with my best shot. Got rid of that last GLR he had (and I doubt if anyone's going to pick it up knowing the kind of target they'll become).

Ah Lee's (3) Stunned status changes to Pinned status at the end of this Impulse Phase. The odds

Illustration 3: THE SITUATION AT THE END OF TURN TWO

at the head of the column are once again four-two in the Viet Cong's favor.

MARINE THIRD IMPULSE PHASE:

Ah Lee's (3) Pinned status has changed to Suppressed status.

Impulse 1: Lincoln (17) turns in direction 3, enters hex S2, and throws a defensive hand grenade at Hen Ri (5). A direct hit, and the blast finishes Hen Ri (5). *This is not your day, Rex.*

Impulse 2: Phillips (8), still Suppressed, moves straight ahead into hex V2. Phillips wants blood!

Impulse 3: Johnson (7) runs straight ahead to hex P7. With that machinegun taken out, he moves forward to threaten the enemy front *and* shut off retreat routes. It's three-to-three now, Rex. My superior firepower will, will out yet.

VIET CONG SECOND IMPULSE PHASE:

Phillips' latest Suppressed status has disappeared.

Impulse 1: Ah Lee (3), obviously not too happy with the latest developments, climbs out of his foxhole (costs 1 movement factor) and *backs* straight into hex X5.
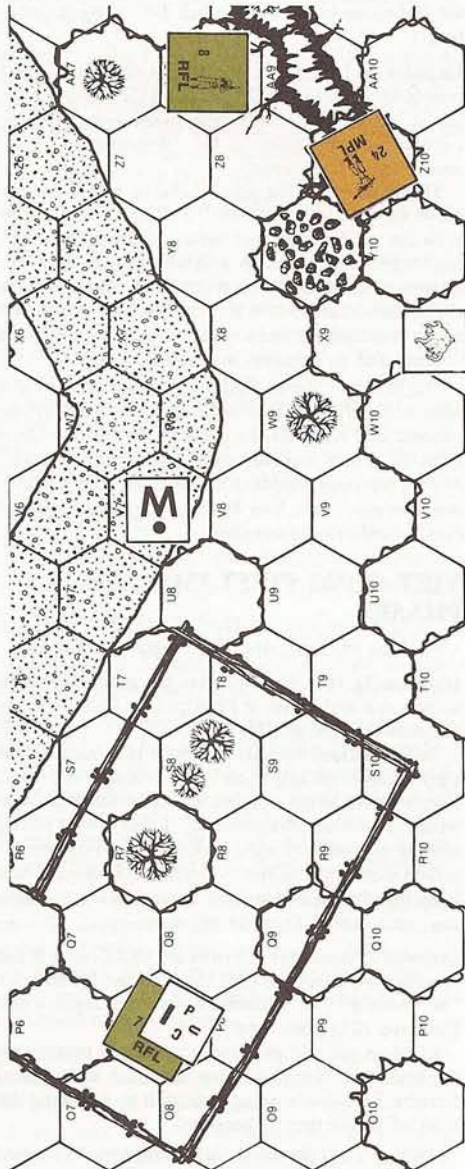
I can't believe it. My hilltop position, despite cover and all, gets taken out by long-range grenades. This is becoming frustrating! Time to get set up to retreat offboard before Vinnie gets his reserves up. Actually, if I can draw them in a bit further, he'll never be able to exit anybody. So I need to reform a line, near enough to the edge to run, yet put up some resistance so that those GIs at the end of the column come forward. For this, I need Ah Lee (3) across the road.

Impulse 2: Som Day (2), equally alarmed, turns in direction 5 and *crawls* (costs 3 movement factors per hex) into hex W9. Definitely time to crawl off. Standing up with all that Marine firepower being wielded by a madman is suicide. At least make him work for his KIAs.

VIET CONG THIRD IMPULSE PHASE:

Impulse 1: Som Day (2) crawls into hex V9, direction 6. More of same. He's set to skedaddle.

Impulse 2: Ah Lee (3) backs straight into hex Y6. I've almost got hero Lee safe. That was the double move I needed to save him.

MARINE FOURTH IMPULSE PHASE:

Ah Lee (3) loses his Suppressed status, the last remnant of the Stun caused by Phillips' grenade back on the first Marine Impulse of this turn.

Impulse 1: Phillips (8) enters hex W3, direction 4.

Impulse 2: Johnson (7) enters hex Q8, tosses a "Willy Peters" at Som Day (2), then hits the dirt. The grenade goes wild, causing a fire and smoke cloud ten yards (in hex X10) behind Som Day.

Impulse 3: Lincoln (17) moves to hex S4, direction 4, and climbs into the foxhole (which costs 1 movement factor).

The boys are now positioned to get more Cong. I need to dispose of at least two more of these troublesome fellows in order to win. One more would be a draw and no more a loss, as Rex's men are positioned to run at the first opportunity. If he gets a few impulses in a row next turn, I will lose. But I know the spirit of the "Gunner" will not let that happen.

VIET CONG FOURTH IMPULSE PHASE:

Impulse 1: Ah Lee (3) backs through hex Z6 into hex AA7. Safe at last.

And Vinnie's hero seems to have gone mad, running uphill—away from the battle! What else to say other than I can't chance his having the first pick next turn. Although if he should become cautious I may luck out of this fine mess with a win after all.

Impulse 2: Som Day (2) stands, then fires a Suppressed burst at Johnson (7). Somebody's having a barbeque behind me; suppose I'm invited? Seriously, with Johnson now prone and suppressed, nothing should trouble Som Day now. With the first pick of my next turn, Day runs away.

This finishes Turn 2. I think that the Marines gained considerably this past turn, but the Cong are now all well placed to exit the mapboard during Turn 3. The situation at this point is shown on Illustration 3.

TURN THREE:

The order in which the Sequence units are drawn this Turn can be critical.

MARINE FIRST IMPULSE PHASE:

Impulse 1: The spirit of Gunner Frat looks on. As

if in unison, the cries of three blood-crazed Marines ring out, "Remember the Gunner!" Lincoln (17) climbs out of the foxhole, moves straight ahead to hex S7, then goes prone.

Impulse 2: Phillips (8) goes to hex Y4, direction 3.

Impulse 3: Johnson (7), who is Suppressed, stands and moves straight forward into hex R8.

Everybody's moving up to good fire positions. With anything like even Sequence units draws, I should be able to cause a casualty or two.

The Americans continue to close. At this point, Vince's strategy appears to be to wipe out the last VC and prevent their exit, rather than exiting Marines. Rex is offering serious money for the next Sequence unit. I'm not easy, but I can be had, so . . .

VIET CONG FIRST IMPULSE PHASE:

Johnson's (7) Suppressed status goes away.

Impulse 1: Ah Lee (3) ends in hex CC7, direction 4.

The order of Sequence was critical here, of course. It could have, given that I've killed eight of his and he seven of mine, determined the winner. I still say that the Viet Cong have a tough time winning this scenario. This is as close as I've ever seen them. Luckily Vinnie has eased his pressure by simply moving to get the big kills. That Marine firepower can be telling.

So, time to run. But never turn your back on Amis, unless they can't reach you to put the knife in. I need four in a row to win this. So . . .

Impulse 2: Som Day (2) exits the mapboard from hex V10.

Of course, Rex has only played this scenario against Vinnie. I've had my brains scrambled by the ambushers a number of times.

VIET CONG SECOND IMPULSE PHASE:

Impulse 1: Ah Lee (3) exits the mapboard from hex CC10.

What can I say. Chairman velly happy, shade of Ma Rtin velly happy, I velly happy. All Vietnamese velly happy. Run like rabbits.

Impulse 2: Gia Lam (24) is starting to feel like there's a big party somewhere off the board and he wasn't invited. He stands and backs straight into hex Z8. Poor lamb, need but two more to save him.

VIET CONG THIRD IMPULSE PHASE:

Impulse 1: Gia Lam (24) turns in direction 4, enters the depression in hex Z9, then turns in direction 5.

My choices are really rather limited since I can't use two Impulses for the same man (if I could, this would be over now). I duck Lam into the gully to avoid any hot shots from Vinnie. Just one more turn and he is safe for the ballgame since he can just reach and cross the boardedge.

Three in a row could mean real trouble for Rex. There are now three Marine and only one VC Sequence units left for this game.

At this point, the Viet Cong have caused eight casualties and exited two soldiers for a total of twelve victory points. The Marines have caused seven casualties for a total of only seven victory points. Gia Lam (24) can exit on the next (and only remaining) Viet Cong Impulse Phase. It is past time to start thinking about exiting some Marines.

MARINE SECOND IMPULSE PHASE:

Impulse 1: Don't believe in spirits, huh? Three VC impulses have just about cost me the game with the

final tally Cong 12, Marines 7. I see only two choices. If I exit Jones (12), McNulty (18) and Phillips (8) the score will be Cong 12, Marines 13. However, in all this running about the inevitable VC chit will let Gia Lam escape for a VC win (Rex'll have 14 points then). My second choice is to eliminate Lam first to attempt a win. This means that Phillips (8) cannot be committed to exiting—a major gamble on my part. I opt for the second course of action.

Amiable Jones (12), the squad's flower child, has so far done absolutely nothing the entire game. Now it's time for him to make a contribution by running away—not in the best Marine Corps traditions, but what the hey! Jones (12) moves to hex G3, direction 5.

Impulse 2: McNulty (18) notices Jones (12) heading for the rear and decides to see what's going on. He ends in hex H6, direction 6.

Impulse 3: "Skeeter" Phillips (8) is still filled with battle lust and continues to stalk the enemy, moving straight ahead to hex AA5.

MARINE THIRD IMPULSE PHASE:

Impulse 1: Jones (12) runs straight ahead to hex C5.

Impulse 2: McNulty (18) runs straight ahead to hex D4.

Impulse 3: Phillips (8) continues after Gia Lam (24) and ends in hex AA8, direction 4.

At this point it is apparent that the Marines can exit Phillips (8), Jones (12) and McNulty (18) to gain six more victory points; but this would also allow Gia Lam (24) to exit so that the Cong would win fourteen to thirteen. On the other hand, if Jones (12) and McNulty (18) exit and Lam can be rubbed out, the score would be twelve-all. There is no chance for a Marine win, but there is a chance for a draw.

There is now only one Sequence unit left for each side. If the next Sequence unit is VC, Gia Lam (24) can exit and Rex wins fourteen to eleven. If the Marine Sequence unit is drawn and Phillips (8) can dispose of Gia Lam (24), the game will be a draw. The situation is shown in Illustration 4. This is the last chance for bribing the omnipotent "drawer of Sequence units" and illustrious commentator—namely me. The crucial draw is made, and . . .

MARINE FOURTH IMPULSE PHASE:

Impulses 1 and 2: Jones (12) and McNulty (18) exit.

Impulse 3: Phillips (8) climbs into the depression and enters hex AA9, turns in direction 5, and enters hex Z9 to melee Gia Lam (24) from the rear. The fact that Phillips (8) has bayonet and is attacking from the rear means that if Vince can roll a "9" or less he wins the melee. If a "10" is rolled, Gia Lam (24) wins the melee. Pretty good odds, but remember what happened to old "Gunner"? [*For crying out loud, don't keep us in suspense Vince, roll the dad-burned die!*] The die spins; it twirls; it's a "9"! Gia Lam (24) meets his maker by the slimmest of odds—how close can it get?

FINAL RESULT: 12-12 TIE.

POST-ACTION COMMENTS

VIET CONG: What can I say? I was cheated by fate of the first VC victory in this scenario ever. If the Sequence had given me a double move early in the game, I'd have been ahead. Or if just one of my many shots on Phillips (8—due a promotion I am told) had hit, it would have been a different story. But then, that is a facet of the game that players must learn to calculate—to do the best possible but plan to both protect yourself against or take advantage of a run of Sequence draws. Obviously

the decisions change with each subsequent chit drawn.

Vinnie, after a faltering start, played very well—as I knew he was capable of doing. I've learned to respect the Ninny's "offensive" mentality and he can be especially deadly in tactical games such as this. My only mistake, I feel, was in not placing that useless MPL nearer the edge (as I did the MRT) so I could exit quicker. Hex EE10 or AA1 or somewhere equally safe given my plans to shoot up the point troops and then run. If I had, I would have won. But I got nervous having no reserves. I thought I might have used him to pick up a rifle and gotten into the fray. Look what it cost me.

My mine played no part—a great disappointment. Vinnie neither charged across at my two men nor retreated across it as I thought he might when I opened fire. Quite often it can account for a man—and a victory point.

As to this scenario, it's my favorite. I recommend the "Ambush" in all its versions to those just learning the game. And it plays very quickly. We concluded this one in under three hours (which must be a record considering the time expended on Series Replays in the past). Normal playing time without the need to record each move is much less, indeed perfect for the lunch hour tacticians. So try it—but do avoid being the Cong.

AMERICAN: The pick of three Cong Sequence units in a row prevented any chance of my winning and could have caused a loss. But Phillips (8) got another war souvenir—a rocket launcher. Wait until he gets back to the "48" and tells his kiddies about this one. Should be great for deer hunting.

In closing, I should have lost this game, but my gamble to go forward and eliminate the Cong seemed to be my only chance of winning. A draw may be like kissing your sister, but I'll take it this time—maybe "Gunner" can recover and get lucky in a later game.

Both sides played competently enough and, with few exceptions, made the most of their opportunities. This firefight was fought at amazingly short ranges and this, combined with Vince's rather unique style of play, led to an incredible six total casualties caused by melee. One serious criticism of both sides is that they got so little use out of their leaders (squad and assistant squad leaders). Leaders have the ability to "activate" other soldiers by entering their hex, and thus can set up a "chain reaction" where using an Impulse to move a leader unit also allows the movement and/or firing of other soldiers. Leaders can effectively multiply the available number of Impulses per Impulse Phase in this way. Ma Rtin was used only as a crewman on the VC machinegun, a deployment that could have had fatal consequences for the squad with only two Impulses per Impulse Phase to the enemy's three. The Marine squad was much better organized, having four leaders, yet not one of them did any "leading" (although McNulty and Lincoln were quite effective as individual warriors, accounting for five of the eight Viet Cong losses). The almost immediate loss of Burke and the "Gunner" left the only two remaining leaders in the rear of the column while most of the Impulses were being expended at the head of the column.

So it ends. Players new to the game will find that the Ambush scenario is perfect for a quick game, often being played in as short a time as sixty minutes with experienced players. FIREPOWER accomplishes what it set out to (rather well I think): to be the best man-to-man tactical game on the market, easy to learn, fun to play, yet realistic enough for the most discriminating. ☆

SAND IN THE WIND
Playing the Scenarios of AIW
By Robert Allred

The following article seeks to provide an overview of winning strategies and tactical hints for AH's *ARAB-ISRAELI WARS* game system. Some of the hows, whys, wherefores, and ways of finding winning strategies and tactics are presented and a few solutions indicated for your own problem-solving during future game play. Setting, background and historical notes are also presented for the scenarios, along with some personal observations and experiences. I have just noted, to my surprise, that I have been playing AH conflict simulations for over a generation. In all that time, no in-depth examination of the situations AH presented in the game has been attempted. Virtually hundreds of battles (*most* of them simulated) have occured between myself and a variety of college, working class and artistic types— and I remain indebted to them for the valuable experience and insights which these conflicts provided which I now share with you.

Having noted the lack of strategic and tactical analysis for *ARAB-ISRAELI WARS* simulations— despite the numerous articles concerning *PANZER LEADER* and *PANZER BLITZ* for example, I decided to act immediately to provide an outline of virtually all of the scenarios from B-1 (Bir Gifgafa) to A-7 (Tasa). It is not my object to present each and every pertinent fact—even if I were capable of such a feat. I intend to offer some solutions, pass on some tips, provide some tactical hints and stimulate thought about possible strategies. I have preceived the worth firsthand of some grizzled wargame veteran passing on his experience to others who might feel lost amongst the complexities of modern combat; I used to feel embarrassed about my own bewilderment of newer techniques, especially the 1973 scenarios. It was encouraging to note that Israeli military historian and current Israeli President, Chaim Herzog, reported that many military concepts and techniques had to be completely rethought even by the Israeli as a result of lessons learned in the October 1973 war.

The following analysis relies upon the 1977 rules, and I include the correction that units in smoke cover are PLUS one, *not* minus one, for all direct fire and opportunity fire attacks. I added the *PL* artillery field of fire limitations rule: that artillery units (except M class and MRL) must be oriented so that the top of the unit counter is the front facing for determining field of fire. Arab 122mm and 25 pdr howitzers must have a truck in their hex to change their facing or field of fire. [*Example, a 122mm counter is oriented in hex FF-2 so that top of counter faces EE-2. This unit can now fire at all hexes on the mapboard except FF-1, GG-1 and whole hex row GG-2-3-4-5-6-7-8-9, and GG-10. If this unit wishes to fire at these hexes then it must expend movement points to change its facing, while performing no other missions that turn.*]
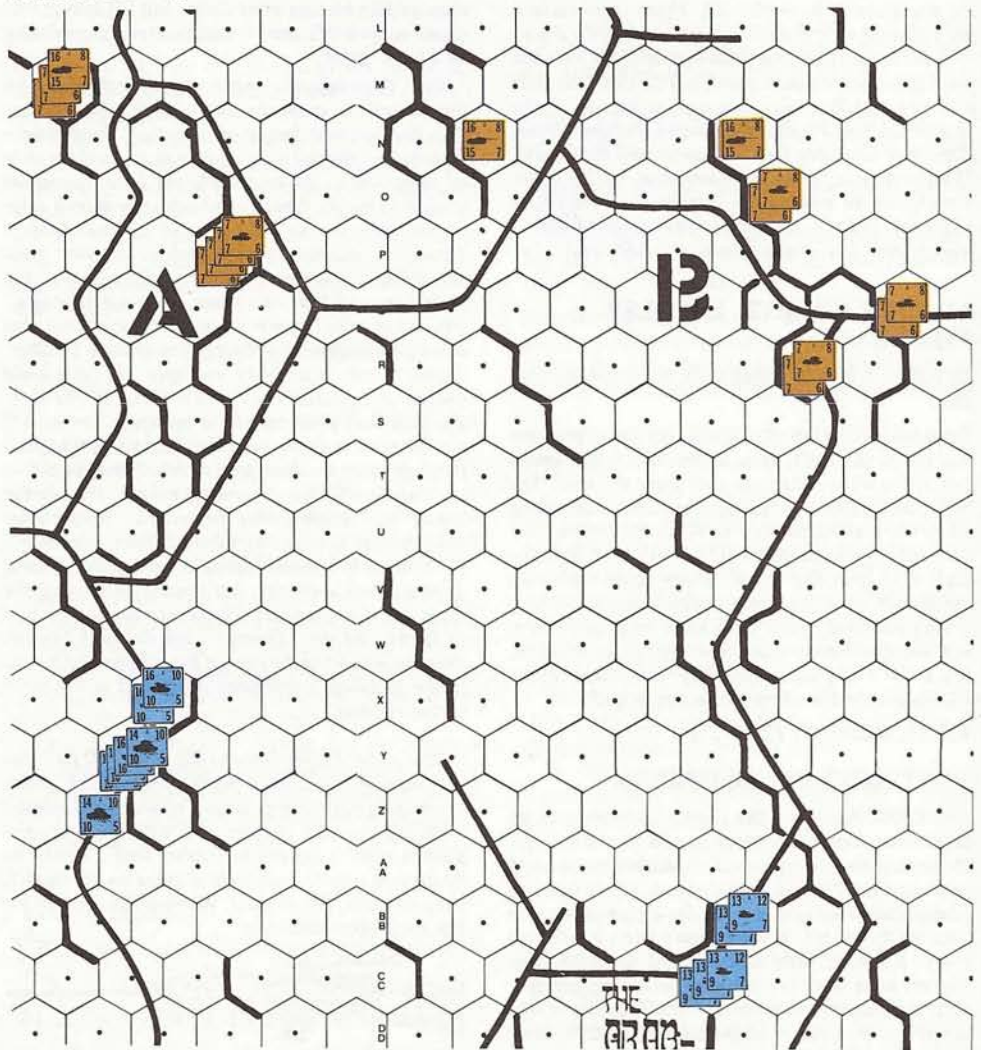
Some battles (S-1 Kalkiliah, S-8 Mazrat Beit Jan, S-9/S-10 El Firdan, and A-7 Tasa) have not been covered as extensively as others here; however don't feel short changed, as the reader is referred to other scenarios which will due just as well for analyzing these actions. The set-up options are presented for purposes of illustration and I am quite certain that more alert minds can offer more compelling solutions to the tactical problems presented here and I would like to encourage them to share their knowledge with the rest of us in future pieces in The *GENERAL*.

In keeping with the spirit of not wanting this essay to pretend to be the "end all" of hex-by-hex analysis

of the absolutely BEST moves to make, I have intentionally avoided declaring certain moves or positions as perfect solutions to tactical problems. The only true hilltop or slope crest hexes with all around protection are on Board D (V-11 and BB-7); an astute and ruthlessly pre-meditated opponent will anticipate occupation of these positions with indirect fire and air strikes.

Hopefully, others will be able to improve upon the strategies, tactics, positions and manuevers presented in this analysis. Any "ideal positions", "perfect strategy" or "brilliant tactic" offered herein under the presented placement and manuever options may be completely irrelevant to the same scenario with different players using other initial set-ups or manuevers. It is hoped that the ideas and hints offered here can stimulate other minds to apply some of these lessons to their own tactical problems, presented primarily from the point of view of the disadvantaged or underdog side of the situation. No clear and concrete solutions are offered, only hints and clues and historical notes to establish the setting while the problem solving is left to the reader. Certain courses of action are emphasized and they can be applied to every situation—they can best be summarized as "always exploiting your opportunities against your opponent".

One final note: Situations B-2 (Rafid) and B-4 (Botzer) have been modified to include opportunity fire, indirect fire, overrun rule and CAT attack. But B-1 (Bir Gifgafa) and B-3 (Tel Maschara) become unbalanced by the addition of Standard and Advanced rules. The rules of the other scenarios are unmodified and players should feel free to add any advanced or optional rules they wish to use.

SITUATION B-1 (BIR GIFGAFA)

Illustration #1 shows the usual situation at the end of the Egyptian second turn before the Israelis move. All Egyptian armor is hull down in ambush positions all the way across both central-board dune complexes. If Israeli armor tries to run through this screen, they will encounter Egyptian units at strength doubling two-hex range. The Israeli player must try to stretch the Egyptian screen to the breaking point. The Egyptian player can withdraw to new hull-down positions and try to bushwhack Israeli units over the rest of the board during upcoming turns. This delicate process will occur in stages with forward units withdrawing after rearward units have fired. If this slow retreat is overtaken by the Israelis, then the Egyptian player is forced to make a final stand as he can only be chopped to pieces if his units become intermingled with Israeli units. It is a very

Illustration 1: Bir Gifgafa

delicate operation; I doubt if I've won more than once as the Egyptian player in many playings of this scenario.

Yet it is a very useful, and even entertaining, scenario—an invaluable training excercise for new or returning *ARAB-ISRAELI WARS* players. Even an experienced Egyptian player will be lucky to win this one against a reasonably intelligent beginning Israeli player. Let the novice take the Israeli side, of course. An interesting idea for more experienced opponents is to challenge the Israeli player to break through the Egyptian line faster by shortening the game to twelve or ten, or even eight turns. The Egyptian commander in the actual battle did quite well and extricated almost half of his tanks and TDs after a considerable delay to the Israeli advance. The Egyptian player should feel gratified if he is able to come close in scoring at the end of the battle.

SITUATION B-2 (RAFID)

In my initial placements, shown in Illustration #2, the Syrians have deployed with every unit except the mortar able to direct fire at Board C hex N10 which the Israeli player has wisely avoided in his responding set-up. It is now up to the Syrian player to decide which way to push. In my offensive option the Syrians will move to the southern side of the Israeli position and attack through hex O9.

The Syrian 85mm AT at J11 moves into the orchard/woods hex at H9 without changing facing (toward hex I8) in order to take temporary cover from direct fire and overrun attack threats. The Syrian player has already scheduled an indirect fire attack against hex N10. The T-34s advance to hexes P10 and O10 in a light cavalry spotting role. The T-34/100 and AT in hex P1 maintain their covering position against flanking overruns.

The Israeli player can now withdraw from O9, overrun the T-34 and T-34/100 and AT units *and* direct fire at Saggers in range. Mortar fire is scheduled against the furthest Sagger, and there are still a couple of units available for a mobile counter thrust against Syrian mortar and Sagger positions. The Syrian force would respond by concentrating fire from remaining undispersed units against

one or two (more rarely three) Israeli units which have been spotted when they fired. The 85mm AT at H9 can move to H8 for fire against the northern side of the town at M7, M8 and N8 (Rafid). T-34s, the T-34/100 and AT can advance into woods or to hexes O8 and N8 to spot for mortar fire against the fort. The Sagger in U2 has just enough time to move to the east starting on Turn 1 and advance to hex S6 road junction for a Turn 7 shot at the fort, even allowing for a one turn dispersal (firing from hex U7).

No matter which way the Syrian jumps, the Israeli player may easily frustrate his plans. The better player should take the Syrian side and be liberal with the refreshments in the hope that the Israeli player will make some mistakes. Perhaps the Syrian government and military leadership should have taken the lesson of Rafid and stayed out of the upcoming fracas in October 1973.

SITUATION B-3 (TEL MASCHARA)

In the actual battle the Iraqis were at the mercy of Israeli intelligence and their own overconfidence. Aware of the Iraqi counter thrust, the Israelis had prepared a four brigade "box" into which the Iraqi 3rd Armored Division was unsuspectingly advancing. The Iraqis had suddenly stopped at about 2100 and the Israelis settled in to patiently await the renewed Iraqi advance—which began at 0300 on a brightly moonlit and clear desert night. The Iraqi's naivete would cost them over 80 tanks—while the Israelis suffered almost no losses.

A favored ambush position for my Israelis is: three Sherman 51s at Q3 and four Sherman 51s at U10. The first three stacks of Iraqi armor will most likely be dispersed and one Sherman 51 can then advance to Q9 or P10. If there are unexpected reverses (lucky Iraqi shots), then surviving units can pull back to hull-down slope crests at U1, V11, or W10 or even act as physical road blocks at hexes V3 or W9 where roads are on slopes for greater field of fire.

The Iraqi player is just about left with no choice other than to concentrate against one Israeli stack

Illustration 2: Rafid

of units (at P4, Q4 and R4, for instance) for favorable attack odds. The Iraqi player should not expect to get off easy, as the surviving Israeli stack will immediately set to work against his forces. Only a great deal of luck or a much less experienced Israeli player can be expected to bring a victory for the Iraqi player. The Iraqi player can console himself with the knowledge that the actual commander's "score" of saved units only amounted to two T-55s; anything better than that tally can (privately) be considered as a sort of "victory".

SITUATION B-4 (BOTZER)

Despite warnings by the Egyptian Chief of Staff, Shazli, Egyptian Minister of War Ahmed Ismail Ali ordered the counterattack along the eastern shore of the Great Bitter Lake toward the rear of the Israeli crossing of the Suez Canal at the Deversoir "yard". Shazli predicted the destruction of the Egyptian 25th Armored Brigade. He was, unfortunately, perfectly correct in his assessment.

The more experienced player should take the Egyptian side. This scenario can be as lopsided as it looks—but in the opposite direction than anticipated. The Egyptian player should not feel too embarrassed by a defeat, even by 20 or 30 points. In the actual battle the Egyptian commander lost 86 of his 96 tanks and nearly all of his APCs, infantry, supporting mortar and Sagger units. Of the 10 tanks to survive this massacre, one of these proved (embarrassingly and rather unheroicly) to be the brigade commander's. I must admit (honesty can be a burden) that my first sortie into this world of massed armor actions among the sand dunes ended in a similar disaster. This scenario has reminded me of a little game I often play with regard to my own "survival" as commander on the spot in any given scenario. A private sub-rule that I have employed is to designate a particular tank or APC unit as representing my own command section—it is interesting to note if my own section—and presumably myself—would have a particular action.

Both sides will set up as far forward as possible under the rules. On turn #2 the Israeli M48A5's are usually in two stacks at hexes W1 and W7. The Egyptian will meanwhile take advantage of every dune and small gap to edge forward around the large dune in the center of the western side of the board
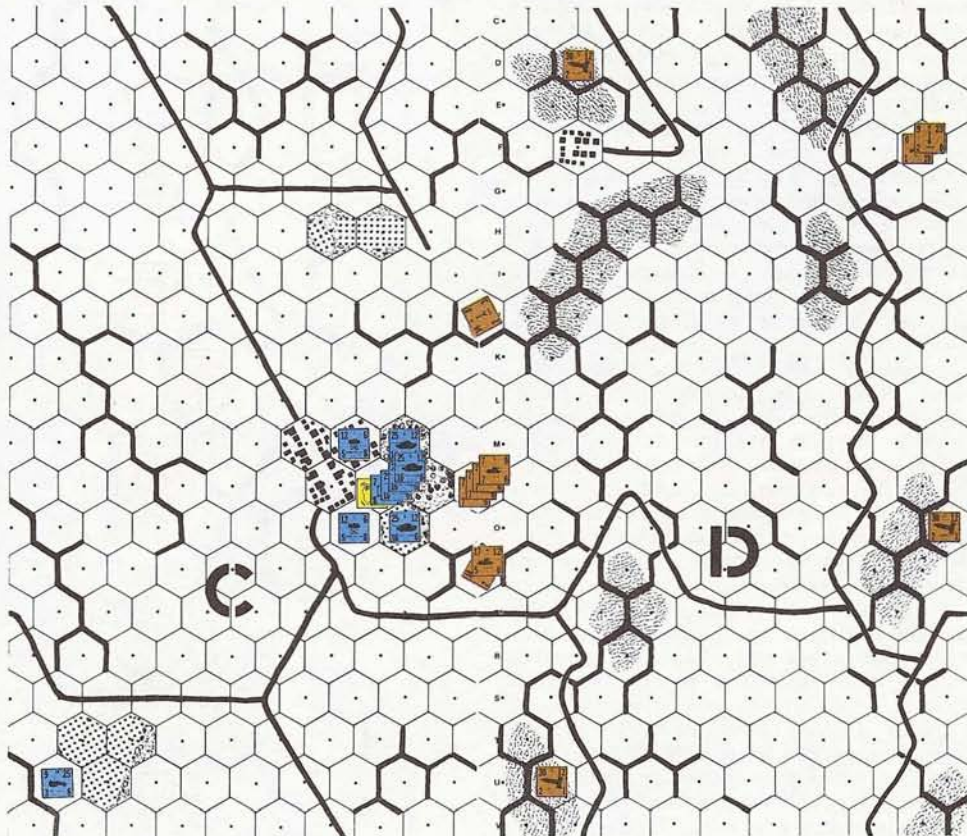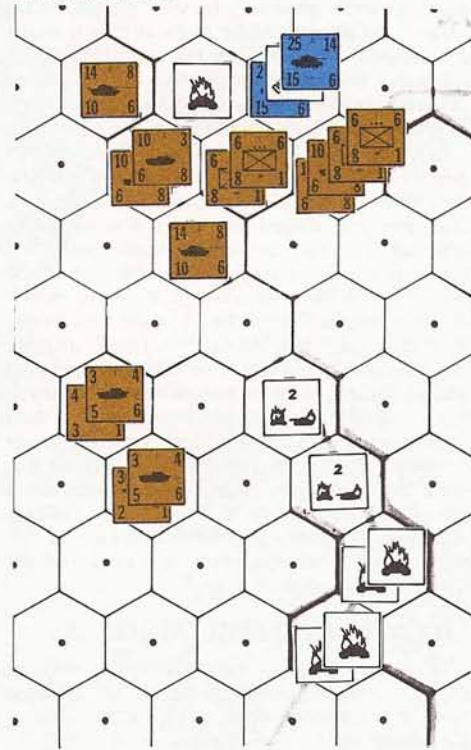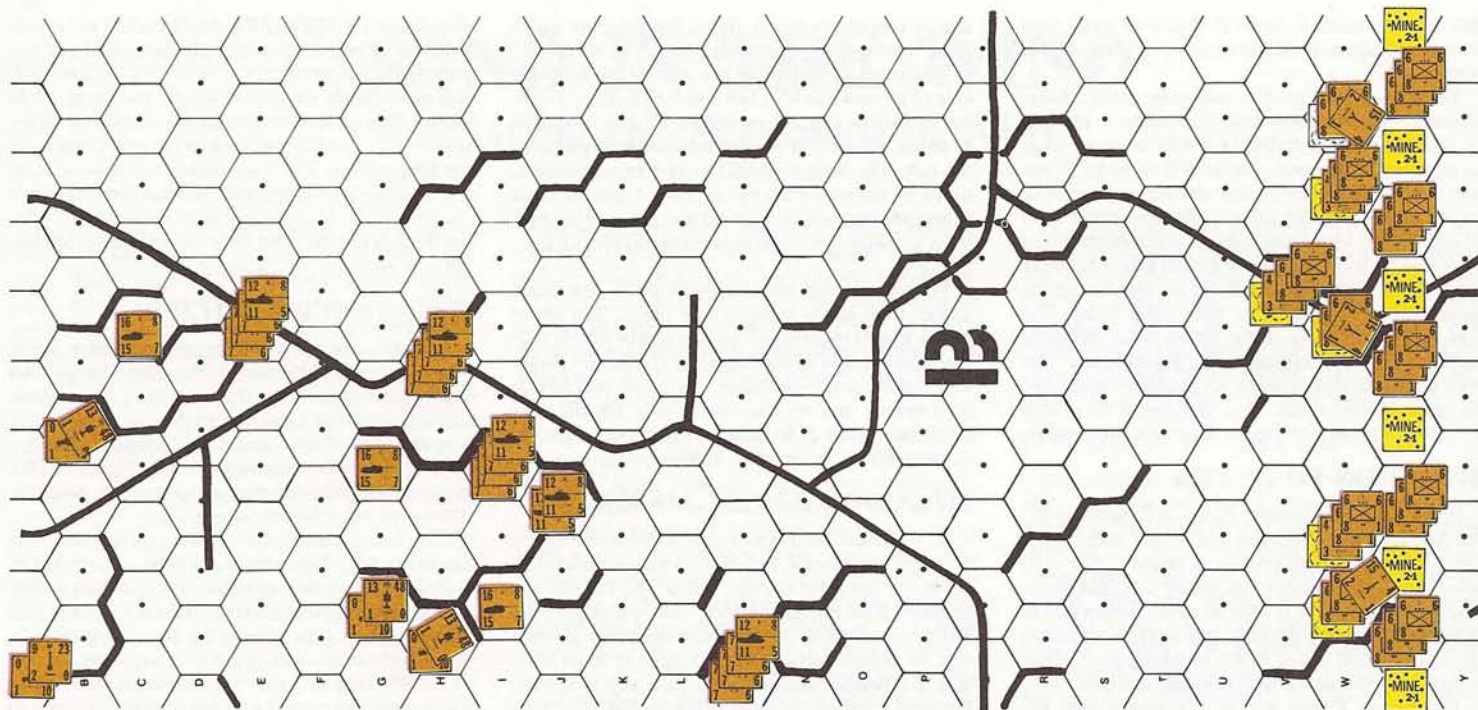
Illustration 3: Botzer

Illustration 4: Abu Aghelia

Illustration 5: Jenin

and creep into nearby hollows safe from Israeli direct fire. This process starts before the game begins by a careful analysis of possible blind spots or alleys, and blocked firing angles and safe approaches (both commanders can be expected to study every fact concerning the battle areas prior to the fighting).

Once Israeli opportunity fire or direct fire manuevering (including possible overruns if Egyptians aren't careful to stack up against these) begin, the Egyptian is forced to rush the Israeli tank stack in an effort to overwhelm the defenders by presenting a mass of targets (T-62s first) in order to close to direct fire, overrun and CAT kill range (one or two hexes). But an alert Israeli commander will not allow his position to be flanked by manuevering rearward and overrunning or opportunity fire against extended or strung out Egyptian units.

Despire this being a "beginning" scenario, great skill is required—especially for the Egyptian forces. I again must admit that I do not recall ever winning this scenario while playing the Egyptian player, although I have come rather close. This scenario analysis concludes with a closing set up as of the Egyptian turn #8 (Illustration #3).

Egyptian direct fire, overrun and CAT will kill these two tanks. These units can manuever and load and exit board on following turns. The illustration duplicates my closest defeat in this scenario. Although all Israeli tanks were wiped out and it looked to me like a mild victory (the core of the mechanized infantry battalion was able to exit)—the point spread showed me to be the clear loser. If I could engage in self deception, I could imagine two more T-62s and two more BMPs loaded with infantry slinking along the eastern edge of the board; this would have given me a one-point victory. Alas my own perceptions of the facts tell me that although it "feels" like I won, I did not. I also admit that more care on my part could have prevented those extra Israeli "killer" shots. The Egyptian military and political leaders would sorely miss the 25th Armored Brigade when it came time to defend the Geneifa Hills and Suez City.

SITUATION S-2 (ABU AGHELIA)

Illustration #4 shows the initial Egyptian placement for defending Abu Agheila. The IPs and mine fields are mutually supporting. IPs are connected for reinforcement, replacement, or, if necessary,

retaking of advance positions. Note that all Y row hexes are covered by antitank rifles and mortars. Group B armor is deployed to protect the artillery and mortar units in a "heavy cavalry" screen. Artillery is mutually supporting and can lend indirect fire support to all areas in both defense zones.

If engaged piecemeal, Israeli groups A and B might be able to break through their respective opposing Egyptian groups. But if the Israeli player concentrates his forces against the Egyptian fortified line in hex rows V, W and X, he will break through, probably on Turn 3 or 4. The Group B Centurions can advance to N10, P9 and P11 on Turn 1 while the half-tracks move to S9. Group A Shermans can move first to draw fire and advance to hexes Y2, Y3, Y7 and Y8 so that four half-tracks can unload infantry, two each, in hexes Z3 and Z8. Stacks of half-tracks can wait at hexes BB8 and CC9 while flail tanks and mortars wait (the mortars unloaded from half-track) at hex FF10. If this line is not crossed until Turn 5 or 6 when half-tracks and infantry in forward areas must load and head for the western edge of the board. Other infantry and half-track units which cannot reach the western edge in time can still be used against Egyptian strongpoints to facilitate the westward drive of those units which have time to exit. A sharp attack by Israeli armor can keep the Egyptian armor and artillery units busy while the leading half-tracks make their escape.

The size, diversity, relative strengths, and circumstances of both sides makes this one of the most balanced scenarios in the difficult-to-master (especially for Egyptian armor) desert terrain. Even though almost all of the Israeli vehicular units (except the flail tank) can split fire and move, there is the danger of duplicating the actual battle. Initial Israeli success in penetrating the Egyptian fortified box at Abu Agheila ground to a halt in bitter and bloody stationary combat.

The Egyptian armor of Group B should probably not sally forth against the Israeli unless the latter should become really bogged down in the fortified line area. If the Egyptian tanks do sortie, they should do so en masse and try to concentrate against only a few Israeli units, leaving the SU-100 tank destroyers to cover the artillery positions. Such a counter thrust must be sharp and quickly broken-off so as to reposition the "heavy cavalry" screen of the artillery in advance of attacking Israeli units. Even
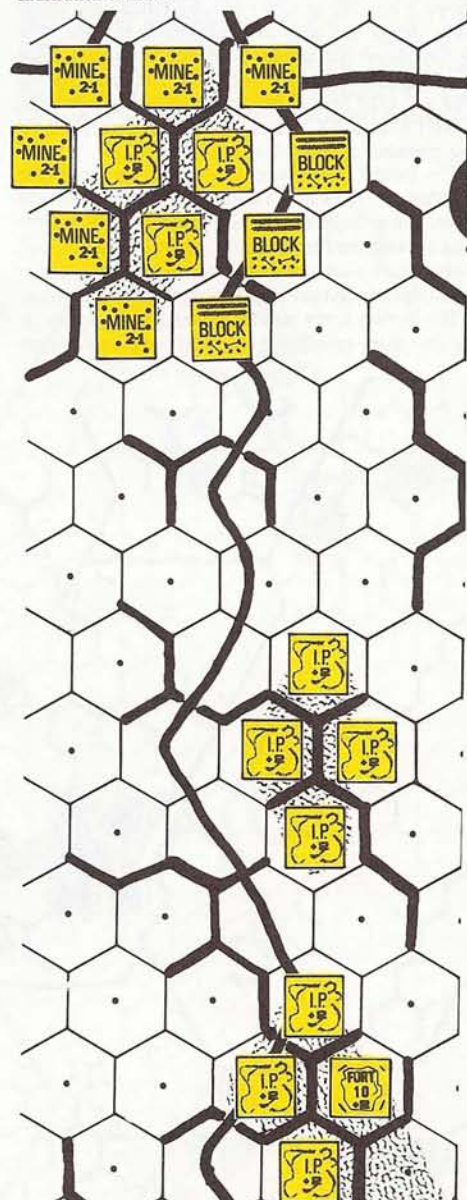
a successful penetration of the front can be pinched off by combined artillery, armor and infantry counterattacks. A good principle of this action is to remain careful but aggressive. Be not reckless, nor overly cautious or timid. A bold action can coax a victory, a gamble can invite defeat.

SITUATION S-3 (IRBID)

Again we look to the initial placement, so often crucial in tactical games, of the Jordanians this time. Fulfilling their tactical role, the APSs will act as a light cavalry screen as antitank weapons knock out or disperse some Syrian armor and APCs. Almost all air strikes should be called in as soon as dispersed Syrian units offer stable targets for the next turn's attacks. Only two to four airstrikes should be held back; use the rest so that the Jordanian-to-Syrian ratio of units is more favorable in the early (and decisive) phase of this engagement. The Syrians may try to overwhelm the front by rushing one or both woods in hex rows M, N, O, T and U. The Syrian player could then concentrate against the town (Irbid) at hexes M7, M8 and N8. Remaining Jordanian airstrikes must support the defense of this town or of the 25 pdr and town in hex rows DD and EE. The power of aircraft over armored formations without the benefit of anti-aircraft weapons will quickly become evident. With the proper defensive set-up, this scenario degenerates into a "turkey shoot".

SITUATION S-4 (JENIN)

Illustration #5 highlights the defensive position. Note that one infantry unit sets up in each IP; the 25 pdr and AR on jeep with one truck in the fort; an AT on slope at I7 and Centurions on the slopes at P9, P10 and O9. Group B might be able to slip into the Jordanian fort from the area of the Board D town hex. These positions will oblige each Israeli group to regroup and redeploy at least twice during the course of play. It is at these times that the

Illustration 6: El Al
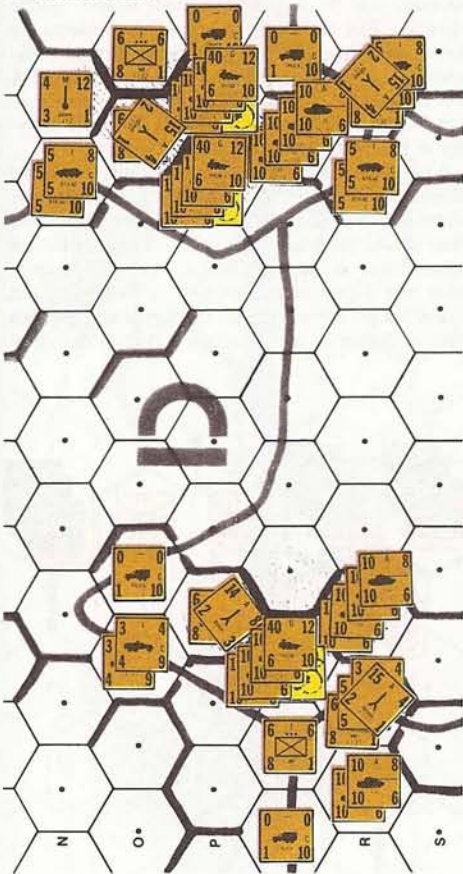
Israelis are most vulnerable. Hit them hard. This enemy action can be balanced by using some or all Israeli air strikes. Even though the Tel Maschara action took place about six and a half years after Jenin, I have often resorted to a device in which the score of Iraqi units saved and exited from the B-3 scenario are used to reinforce the Jordanians in the next game play of Jenin.

SITUATION S-6 (RAS SUDAR)

This scenario is the Israelis turn for a "turkey shoot". Israeli initial set-up of IP's is as follows: one each in U2, U3, U5, U6, U8 and U9. Stack two infantry and one armored unit on each IP and add machine gun, mortar and AR on jeeps in IPs or in protected hollows among the dunes and secondary line. Call in airstrikes early to break up the Egyptian advance before it overwhelms the Israeli front line.

The Egyptians are left with the single option of rushing the Israeli position. The southern side in this case offers some cover from flanking fire due to sand dunes. A combined arms approach of indirect fire, direct fire, overrun, and CAT attacks can penetrate the Israeli tank, infantry, AT and aircraft defenses. But expect to pay for it.

SITUATION S-7 (EL AL)

The tactical problem presented by S-7 is not solved by the piecemeal defense approach, or defense-in-depth. It's all or nothing; everything up front and heavily concentrated in mutually supporting and combined arms formations of armor, infantry and supporting anti-tank, mortar and transport together. The Syrian defense I prefer is shown in Illustration #6.

Syrian APCs physically block access to advanced armor firing positions and, if knocked out by the Israelis, will negate roads in their hexes by becoming double wrecks. The Syrian BRDM-1 units can only survive if they opportunity fire (this type of attack cannot, in turn, be fired on by defending Israeli units on the move) at the leading Israeli Patturions on the very first turn. Additional T-55 opportunity fire can be added to these attacks to disperse or knock out two or three Patturion units. The T-55s at hex R2 can advance to hull-down slope firing position in U1 and infantry and the trucks at Q2 and Q1 can roll to R2 and S1. T-55s which have not fired should overrun Israeli armored infantry only if possible in slope or ridge hollows to be safe from devastating Israeli armored opportunity fire. Infantry and anit-tank forces can CAT or opportunity fire on any Israeli overrun or incursion against IPs and firing positions.

On the other hand, the Israeli player must charge ahead against one flank of the Syrian positions and punch through to hex row M by Turn 8 or 9 if he expects to exit units from Board C by the end of Turn 12. Even an extraordinarily lucky "Charge of the Light Brigade" with the fleeing Israeli armor can be easily tripped up by faster moving Syrian APCs, T-55s keeping pace and even BRDMs moving into protected woods and town positions behind the Israelis for shots at withdrawing units on their following turn. The Israeli force is compelled to knock out some of these units before continuing on. And time trickles away.

The Syrian 5th Division—having just participated in the destruction of the Israeli 188th Brigade (including the loss of nearly all of its officers and equipment) was positioned at the high water mark of its advance across the Golan Heights. This action at El Al marked the beginning of an Israeli counter blow which, despite a fierce defense by the Syrians, would turn the area between El Al, Rafid and Kuneitra (around Hushniya) into a massive Israeli killing ground.

SITUATION S-11 (KUNEITRA)

Illustration #7 depicts the Israeli set-up for the battle at Kuneitra. Forward units can opportunity fire on the Syrian advance on the very first turn. Minefields cover blindspots in the IP fields-of-fire. Israeli Group B is in reserve to be deployed against the axis of greatest threat. Trenches (except that ditch protecting town) cover the core of defensive area. The central road has *not* been blocked in order to tempt a Syrian move into this deadly box. Any Syrian flank effort can be offset by the deployment of the reinforcements or by redeploying Patturions to alternate IPs. Any Syrian effort against the weakest flank can be plastered by airstrikes. As a last resort, some units can always remain in position to harass Syrian units passing nearby.

Despite initial Syrian gains—which were achieved at such great cost that the area became known by the Syrians as a "valley of tears"—the equally grim Israeli defense held until the very last round of fighting. Indeed, all players should note that as the last Israeli outposts were about to evacuate they observed and reported that Syrian resupply columns had begun to turn back eastward and the planned Israeli retreat was called off. Had the Syrians hung in there just a little bit longer perhaps their loss of about 500 tanks in this area might have been more worthwhile. Israeli commanders had removed dead crews from relatively undamaged tanks and scrounged repair shops to re-engage every available tank in the desperate actions of the Golan heights and surrounding areas that. In addition to huge lots of real estate, the Syrians also suffered the loss of 867 tanks, hundreds of guns and thousands of
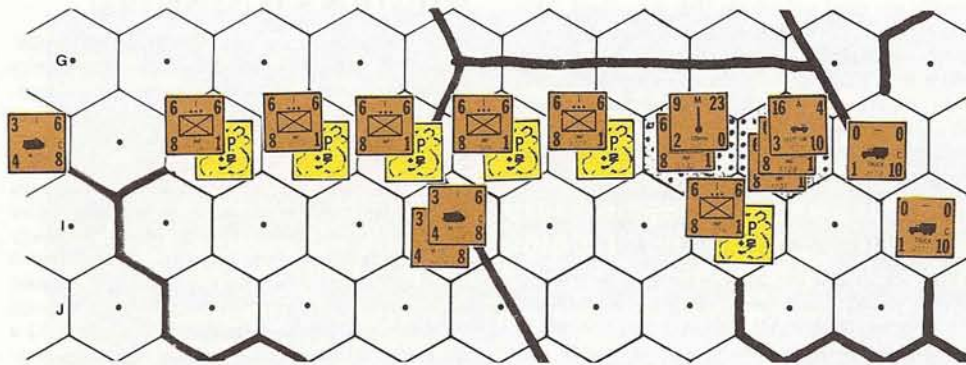
Illustration 7: Kuneitra
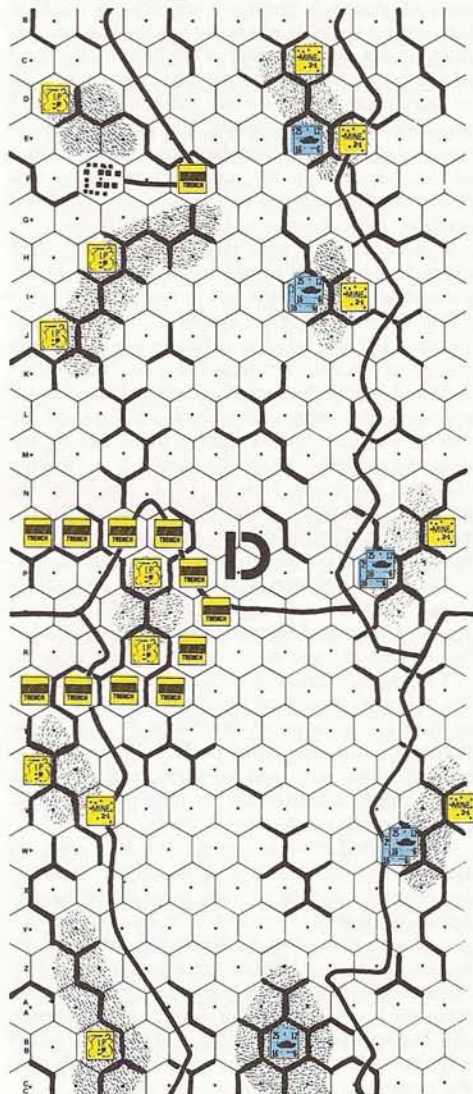
Illustration 8: Marjayou

vehicles, APCs, BRDM and other miscellaneous supplies; the lessons of the Rafid raid and other clashes had obviously been lost on the Syrian military and political leadership.

A final tactical note on this scenario: the Syrian player should try to concentrate against one wing of the Israeli force while engaging the remaining Israeli units with a smaller detachment. This action must be boldly directed across the board, without becoming overly reckless. This situation seems to be rather well balanced—with the possibility of it going either way, even on the very last turn.

SITUATION S-12 (MARJAYOU)

This is a truly amazing scenario. The person or persons who came up with this one has outdone many prophets, military planners, crystal ball gazers and odds makers in predicting not only a future military action; but also managing to create an historically correct representation of this battle in the form of a game or simulation. Anyone acquainted with military planning and history, Middle Eastern and especially Lebanese politics, and the art of prognostication will appreciate the uncanny resemblance of this scenario to the actual campaign around Marjayou (Marjayoun) at Nabatiya, Hasbaiya and south of Lake Karoun and the Litani River.

Although by the time this action actually took place there had been several unforseeable changes; the outcome of this battle and its resemblance to the *ARAB-ISRAELI WARS* scenario remained unchanged and the balance of forces was accurately portrayed several *years* ahead of time. New Syrian T-72 and Israeli Merkova (Chariot) tanks performed relatively the same against each other as did the M60A-1 and Paatturion against the T-62. By the time the Israeli "Peace for Galilee" offensive occurred beginning June 6, 1981, the Lebanese army had split into factions with Christian Phalangist, Shi'ite, Druze, P.L.O. and numerous others holding various areas, towns, pockets and zones.

The game designers deserve an *A+* for predictions. We need only change the Arab Lebanese Army to Palestine Liberation Organization; all other factors and circumstances actually came to pass.

Turning to the play of this fascinating scenario, the initial placement of the Arab Lebanese Army on Board C is shown in Illustration #8, that of the Palestine Liberation Army on Board D in Illustration #9. This is a long scenario, and the Arab player must, as showm by my placement of units, be prepared for a piecemeal battle.

The Arab Lebanese Army (P.L.O.) units on Board C should, with luck, slow the Israeli player for one turn. Before advance echelons of Israelis arrive, the two M113 in I5 will move up to hex L7 and remain there as a double wreck, negating the road and providing 120mm mortar and jeep mounted 106mm AR a chance for opportunity fire against main battle tanks. This thin crust can only impede and harass the Israeli advance. Any units which might survive should "hole up" in the woods until the Israelis move on and occupy the town.

The Syrian organized, financed, equipped, trained and advised Palestine Liberation Army and regular Syrian forces constituted the second part of Israeli military opposition near Marjayou in "Fatahland". The P.L.O. had actually positioned itself within Syrian/Palestine Liberation Army defenses. My hard-won experience in setting up in conjunction with D Board units on seam hex-row A has been that the Israeli penetrates the combined defenses line even faster than if opposed in two different areas.
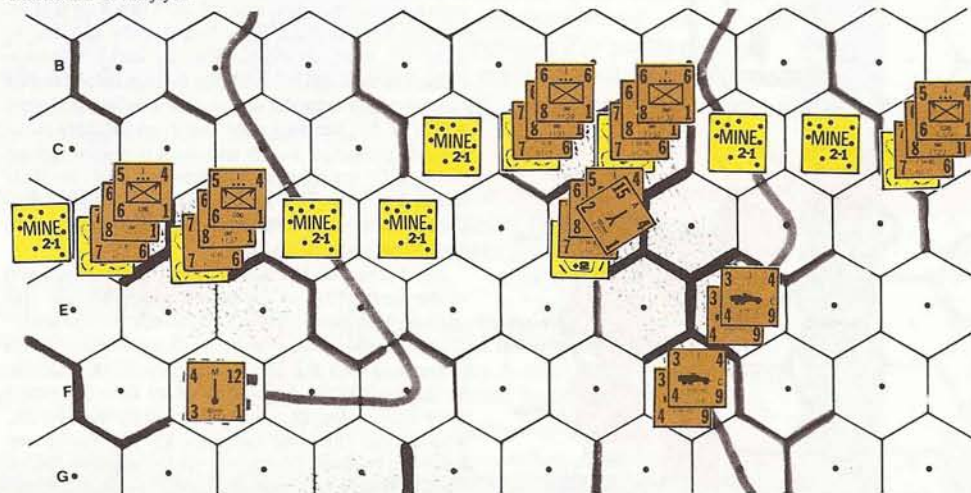
The Palestine Liberation Army mines, IPs and fort are mutually supporting and provides cross fires. BTR 152s will not move and their double wrecks will negate slope road hexes. Again, surviving pockets should wait until they can ambush the last straggling Israeli units and move to occupy town hexes for victory points. As in the actual campaign (foreseen far in advance) the PLA. would merely hold off Israeli penetrations until regular Syrian units could move down from the Bequa'a (Bekaa) Valley.

The Israeli player must hold back his air strikes and call in offboard artillery fire as soon as possible when engaging the Syrian armored brigades. Once this desperate part of the battle is joined then all air power must be used to decimate the Syrian armor. Once more with unusual accuracy the final phase of the attack was foreseen as Israeli armor became exposed in a valley with Syrian anti-tank and armor units on all sides and had to be extricated by 155mm batteries and air strikes!

Syrian slope/crest troop concentrations can direct fire, opportunity fire, overrun and CAT a large killing zone on the northern half of Board D. BMPs will remain on roads as double wrecks to negate the road in hex and act as a traffic impediment to Israeli advance. Surviving Syrian units can sally forth against any Israeli stragglers after the main Israeli force has exited for extra victory points.

Israeli armor and supporting infantry, commando, artillery and air units are spearheaded by a force of Major General Avigdor Ben-Gal's *Yanosh* Armored Division. P.L.O. units are backed by infantry, armor, commando, artillery, SAM and air units attached to or part of the Syrian 3rd Armored Division. The Syrian 51st and 62nd Brigades took the brunt of this fighting. In view of events since 1981 it would most likely have been much more productive for the Israelis to bash the P.L.O. and thrash the PLA. before withdrawing to our C Board. But that is a luxury which we now enjoy—looking back. A salute to the creator of this scenario—for looking *ahead*!

SITUATION S-13 (CHINESE FARM)

Chinese "advisors" to Egypt, technicians and bureaucrats could expect no expensive shipments of meats and vegetables from their homeland. The Egyptians allowed the Chinese to run a communal farm on which the Chinese raised their traditional vegetables, and pigs and chickens as well. The surplus was sold to the Egyptians. This communal operation became known as the "Chinese Farm" and was the site of an extensive Egyptian fortification effort after their successful Suez Canal crossing on 6 October 1973.

The Egyptian defense of the Farm is shown in Illustration #10. Those West bank IPs are on slopes and offer excellent fire from covered woods/slope hexes. The Egyptian player can try to trap the Israeli ferry in an indirect fire killing zone while the latter is avoiding the West Bank fire. Knocking out that ferry can be worth 32 points against the Israeli.

The three Egyptian forts cover the large dune complex in the center of Board A and prevent an easy Israeli concentration of forces and/or free transit for the first few turns at least. The lone IP in U7 covers a fortified zone series of blindspots. East Bank IPs and forts are mutually supporting in the central area and are well covered by West Bank IP/slope firing positions at the northern edge of the board. T-55s can follow any Israeli move to the north and reinforce these IPs. Strong infantry concentrations, stiffened with armor and anti-tank,defend all bridgeheads. T-55s and mounted infantry and combat engineers constitute a quick reaction counterforce to any unexpected Israeli bridge seizures. This defensive set-up option presents the Israeli with the possibility of moving around to the north end of the board for an attack against the A row bridge, and to prepare an ambush against Egyptian Turn 10 reinforcements from Group B arriving at the northern edges of the boards.

A carefully pre-planned Egyptian initial set-up and ruthless concentration of fire can KO enough armor (if not too many Sagger, T-55 and AT/AR are lost first) to take the lead in this action. The Israeli must concentrate, strike fast and hard and penetrate at least one Egyptian bridgehead. Whether or not Israeli forces are rolling up the Egyptian positions west of the canal, it is nearly always useful to am-

Illustration 9: Marjayou
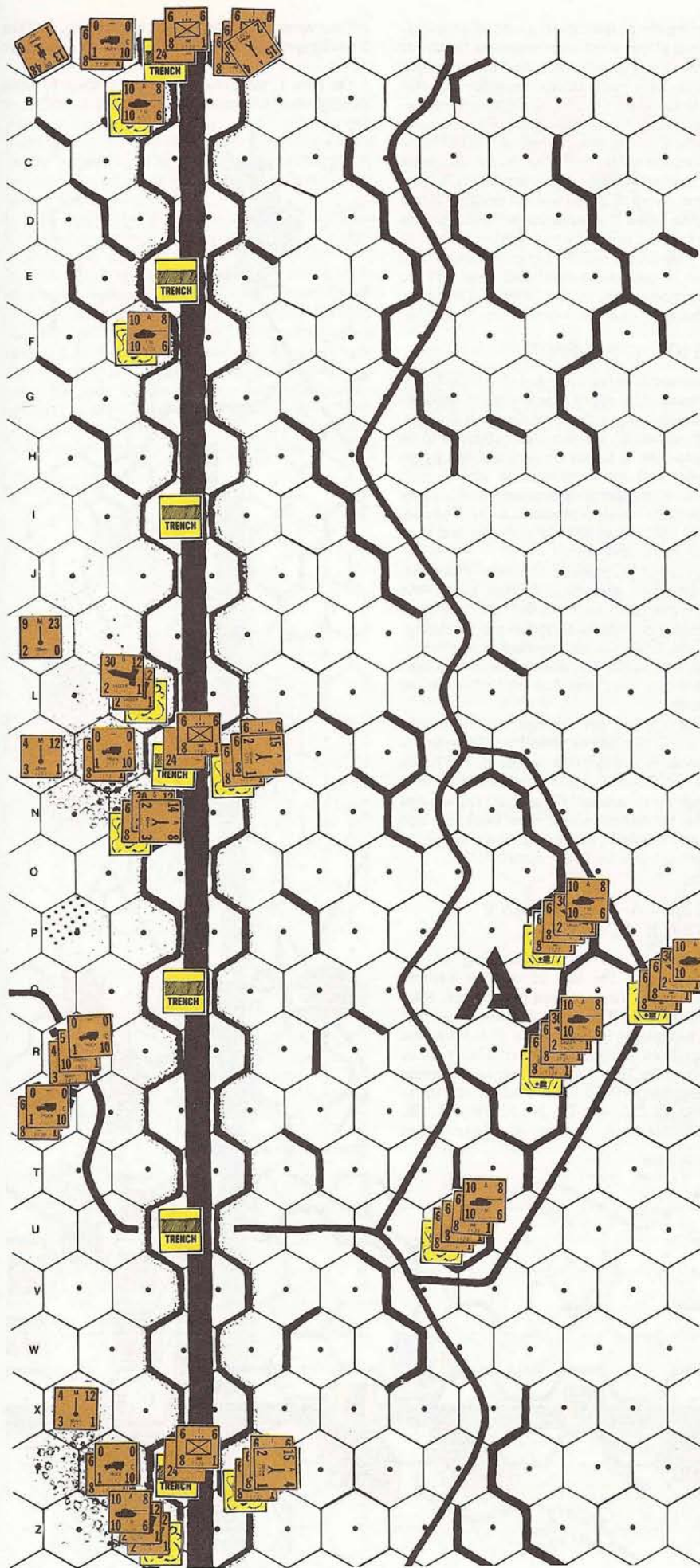
bush and decimate or delay the Egyptian armored reinforcements arriving east of the canal at the north edges of the boards. It is especially helpful to attack the 140mm MRL, as they can be easily picked off and will cost the Egyptians a lot of firepower. Finally, and most importantly, Israeli occupation of the West Bank IPs will give them the high ground with respect to Egyptian East Bank positions, with all of the advantages pertaining thereto now going to Israeli attacks.

It is not too difficult to imagine the outcome of the actual battle as resolute and skilled Egyptian defenders held off and wiped out numerous Israeli formations attempting to clear this northern flank of the crossing at Deversoir. This successful Egyptian defensive effort helped to prevent the Israeli counteroffensive from rolling up the Egyptian front in both directions along the East Bank of the Suez Canal.

SITUATION A-1 (SHOVACH YONIM)

As part of an elaborate deception plan, the third annual large scale Egyptian military maneuvers had been timed to coincide with Syrian/Palestinian distractions along the Golan Heights. The Israeli plan of alert and reinforcement of its Suez Canal fortifications was called *Shovach Yonim* ("pigeon loft" in Hebrew). *Shovach Yonim* called for artillery and air support and armored reinforcement of infantry units in fortifications by tanks moving up to firing ramps and other improved positions along the world's largest anti-tank ditch—the Suez Canal. Just as the Israeli divisional commander's superior informed him of the probable need to implement *Shovach Yonim*, he hurriedly agreed and added that his units and headquarters were at that moment being bombed! Illustration #11 shows initial placement for both sides, simulating the situation at the time of that call.

The Egyptian player's initial set up of his units seeks to either stretch the Israeli line to the breaking point or to cause him to concentrate in some areas and leave open his center or flanks. The Israeli player does not know for sure just where the landings will take place and the Egyptian could feint and delay crossing until favorable conditions present themselves—such as the elimination of enough Israeli units to create a well placed hole in his defensive zone. The Egyptian T-55s and Saggers will attack exposed Israeli armor while indirect smoke attacks are scheduled for next turn and construction engineers move out of their Suez Canal debouchment hexes to begin bridge construction. The Egyptian IPs are on slopes and all Egyptian infantry will also make smoke to cover themselves and units stacked with them. Egyptian infantry-class units not needed to make smoke or prepare for actual canal crossings should engage in pointless marches and subsequent countermarches along the canal in order to confuse the Israeli player with regard to the Egyptian player's actual intended crossing points.

The Egyptian second turn smoke attacks can be as follows: all mortar and off board artillery fire smoke into hexes G3, I3, U3, K3, Q3, R4, S3, and AA3. Assault boats can now cross. Repeat the smoke as needed and schedule subsequent interdiction attacks to disrupt Israeli mobile actions and attempts to overrun Egyptian bridgeheads. Destructive attacks can pin down nearby units in IPs or forts. By Turn 8, the Egyptian player should have two expanding bridgeheads at either end of the Israeli positions and plenty of time to close with and assault both forts. The 82mm mortars can later move up to vacancies in IPs to direct fire smoke if the Egyptian player so chooses. Initial smoke attacks in this option are designed to cover the actual crossings on Turn 2 and later *and* to deceive the Israeli player
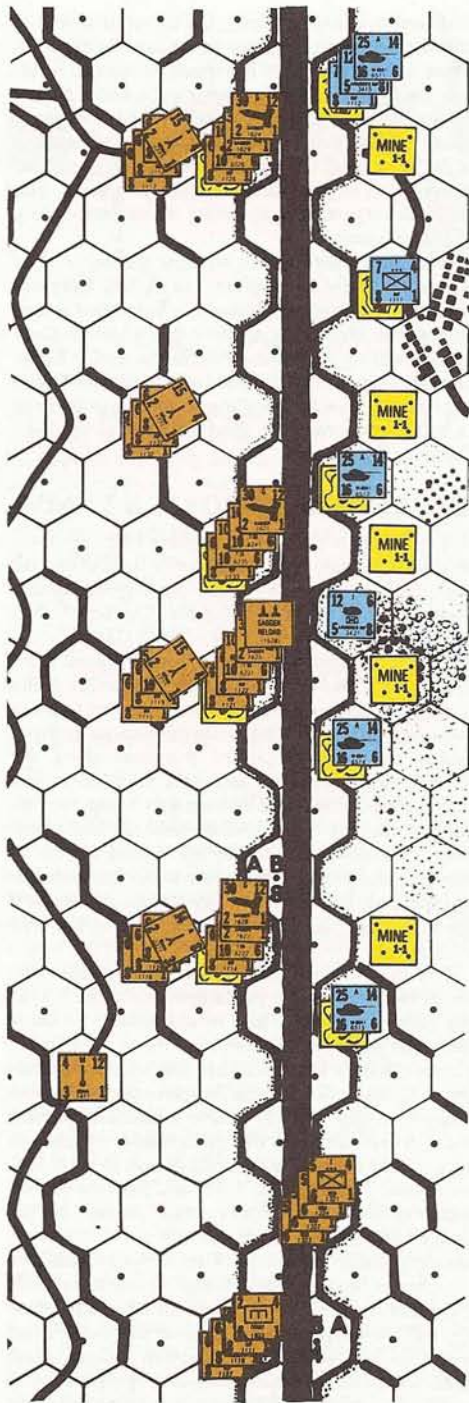
Illustration 10: Chinese Farm

Illustration 11: Shovach Yonim

into accepting the possibility of a central crossing. The Egyptian player must concentrate his firepower to eliminate some Israeli units and create empty sectors in the East Bank defensive crust. This tactic, along with the confusing and deceptive maneuvering, can wear down the Israeli thin defensive screen while flanking bridgeheads are established and expanded toward the true objectives in the center using the indirect approach. Unfortunately for the Israeli player *Shovach Yonim* will not bring an Israeli Group B onto Board B as subsequent reinforcements were sent to more critically undefended sectors of the front. This time a skillful Egyptian player who knows how to handle his combined arms and the arts of deception and the indirect approach will have a great advantage over the Israeli forces available.

SITUATION A-2 (LITUF)

As we have seen in Situation A-1, *Shovach Yonim* was implemented barely in time to link up with advanced positions along the Suez Canal in the Bar-Lev fortifications. Sometimes this happened to be just a little too late as Israeli armor found that Egyptian infantry and commando units armed with Saggers and other anti-tank weapons had already occupied planned Israeli deployment areas. The confusions and shock explains the setbacks that they suffered in those first days.

Illustration #12 graphically illustrates this point, showing the initial placement of both sides. The Israeli player is faced with too little too late since any reasonably competent Egyptian player can opportunity and direct fire his opponent while covering himself with smoke and interdiction attacks until his infantry can CAT the fort and disperse the arriving armor.

The Egyptian can get revenge for the earlier scenarios at Bir Gifgafa or Botzer as the Israeli is pretty much at the mercy of his opponent. The Israeli player can only hope to win by being generous with the brandy prior to combat! Otherwise, any attempt to run under the Sagger/armor West Bank IP/slope positions and reinforce the fort or attack the Egyptian bridgehead can be fairly demoralizing.

SITUATION A-3 (EGYPTIAN AIRMOBILE ATTACK)

This is one of the most fascinating of the scenarios, bringing the feel of modern vertical warfare as it does. Tanks versus helicopters, what more could one ask? The usual situation at the end of Turn 1 is depicted in Illustration #13. Now that combat has been joined, the Israeli player faces several options for Turn 2 deployment: Israeli armor can advance two M48A5 to U7 and T8 and up to four units to T1, T2, T3, T4, S4, S5, S6, S7, S8, T9, S9, R10, or R-11. Leaving one more unit at

R5 can cover some blind spots. Meanwhile, on Turn 2 the Egyptian helicopters unload but do *not* remain down.

On Turn 3, the Israeli player can attempt to move through the blind spot behind dunes to CC10 or
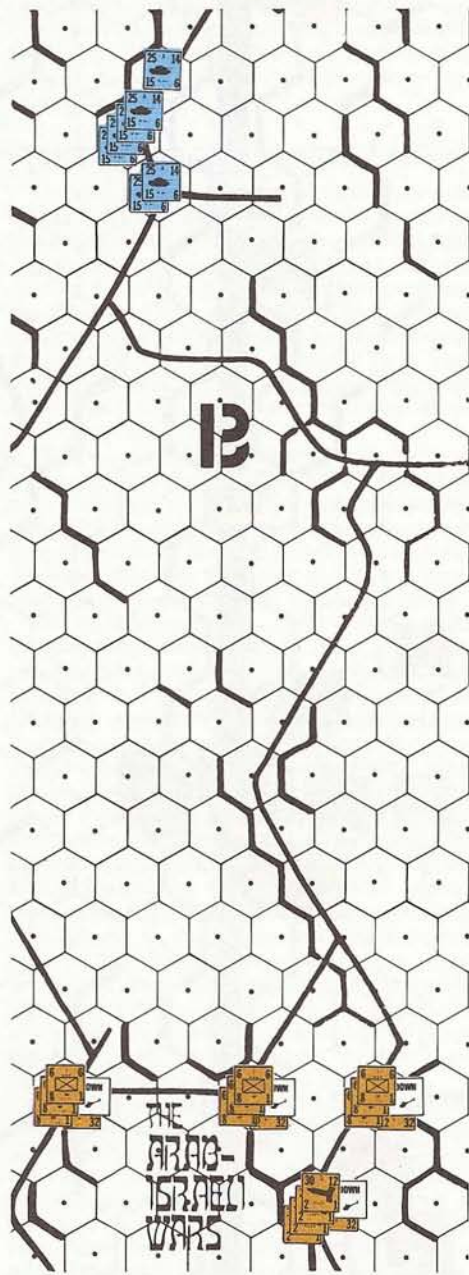
Illustration 13: Airmobile Attack

Illustration 12: Lituf
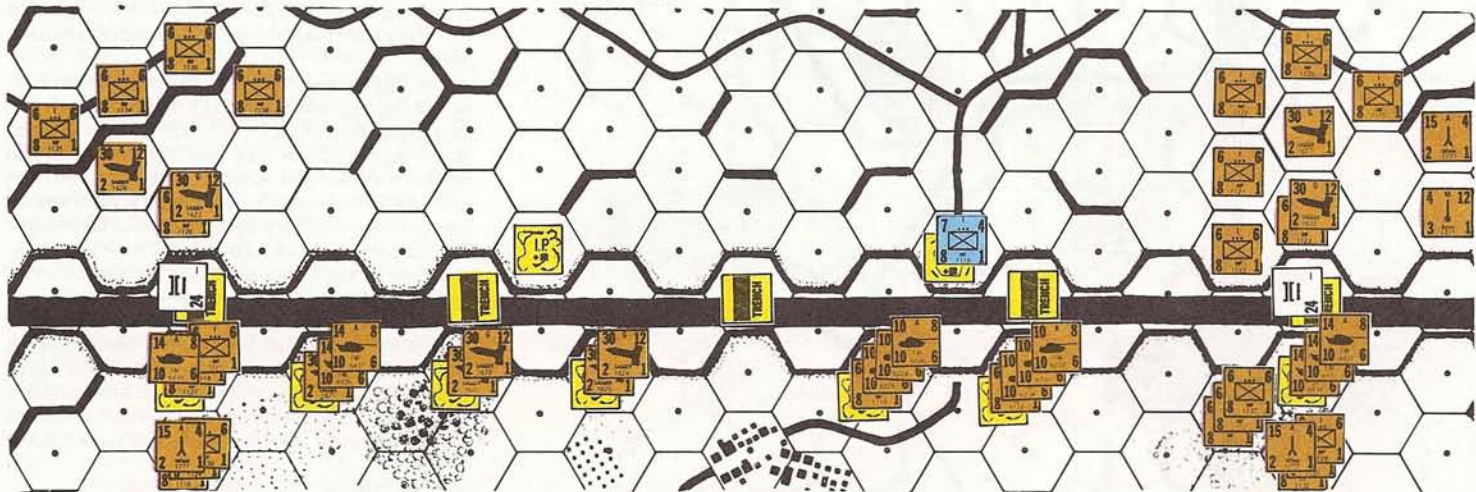
drive directly into Egyptian positions along the road. Units near the northern edge of the board should cover the flank of this advance.

Egyptian infantry will spread out along the CC hex row and CAT Israeli armor, especially any units dispersed by helicopter or Sagger opportunity fire on the previous Israeli turn. This combination can be deadly to Israeli plans as Egyptian infantry has strong CAT factors.

This scenario has driven me crazy sometimes and I have often rechecked firing angles and recounted possible rates of advance often. Having been misled by the title of this battle I have too often tried to aggressively defend too far forward and counter-attacked too recklessly; thusly, I acquired the reputation of being easily defeated in the engagement and had to suffer the indignity of repeatedly getting my pants shot off (remember that I often designate one unit counter as my own headquarters section) by unscrupulously competitive individuals. Becoming somewhat timid I hit upon the course of trying to defend hex rows EE or GG before settling

Illustration 15: Rafah
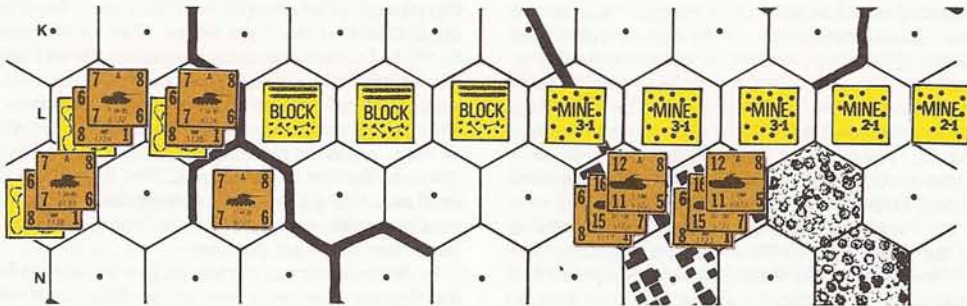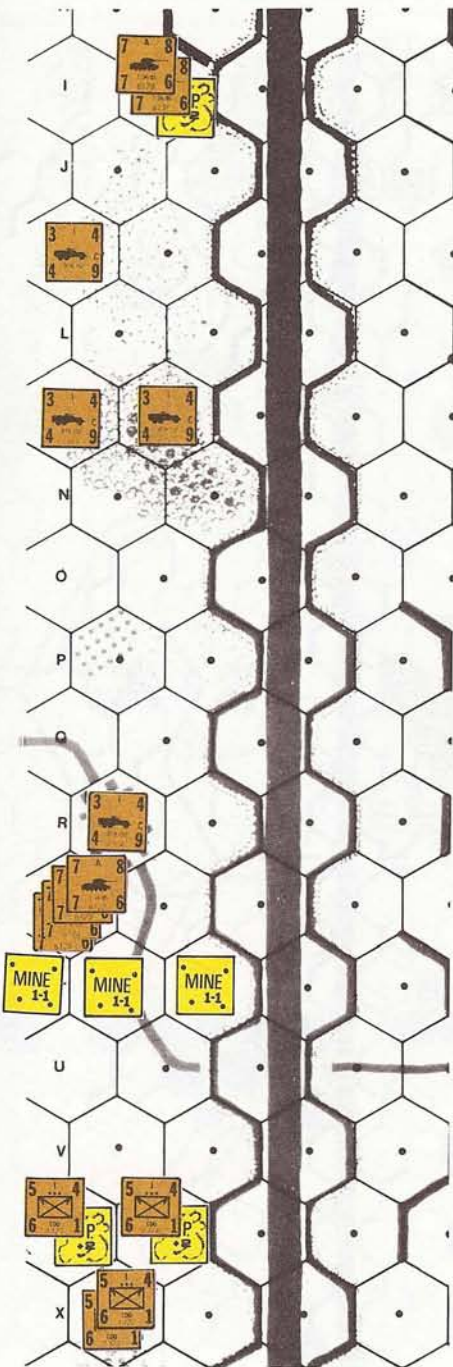
Illustration 14: Rafah

on row CC as my best bet. A fairly good Israeli player can take advantage of one or two mistakes by his opponent to frustrate his plan to, in turn, frustrate Israeli reinforcement plans. Most Egyptian attempts at this kind of action fared little better than my own efforts and they suffered heavy helicopter and helicopter-borne anti-tank commando force losses and casualties.

SITUATION A-4 (RAFAH)

This situation represents not only the Egyptian front line at Rafah, but also the armor and air bases around El Arish (Rhinocolura), and the road junctions at Romani toward Port Said and Kantara on the Nile Delta and northern Suez Canal flank. Breaking through this last position was vital to Israeli operations in the Sinai; the Egyptian player need not feel embarrassed by leaving Israeli units on hex row A on Board B at the end of Turn 20. The following schemata of defensive options seeks to delay the Israeli offensive for seven turns on each board with a reasonable chance of Egyptian success. Conversely, the Israeli player is driven to maintain a timetable of about six turns per board.

The initial Egyptian placement on Board C is shown in Illustration #14. Here the initial Israeli advance will most likely rush the blocks in the center and the IPs on the north flank, while firing positions behind the ridge at hex row J and the nearby orchard will be occupied by Israeli armor and mortars. The Egyptian artillery and mortar in the fort at CC8 can drop interdiction fire in the area of greatest Israeli threat, onto hexes L5 or K2 for example. Defensive use of smoke by Egyptian infantry would cover exposed IPs and forts and cover the engineers' erection of a block during Turn 1. Mortars at row T can smoke the most threatening Israeli firing positions. The Egyptian infantry units in forward positions may opt to fire at enemy units instead, but the defensive value of smoke should overcome these impulses.

The Israeli player is forced into an attempt across the entire front while maintaining the concentration of power to immediately exploit any breach in the Egyptian defensive crust. The Israeli player should not needlessly risk his mine clearance units on this line as they will become invaluable on Board B. The offensive use of smoke on hex M6 or N7 can cover

Illustration 16: Rafah
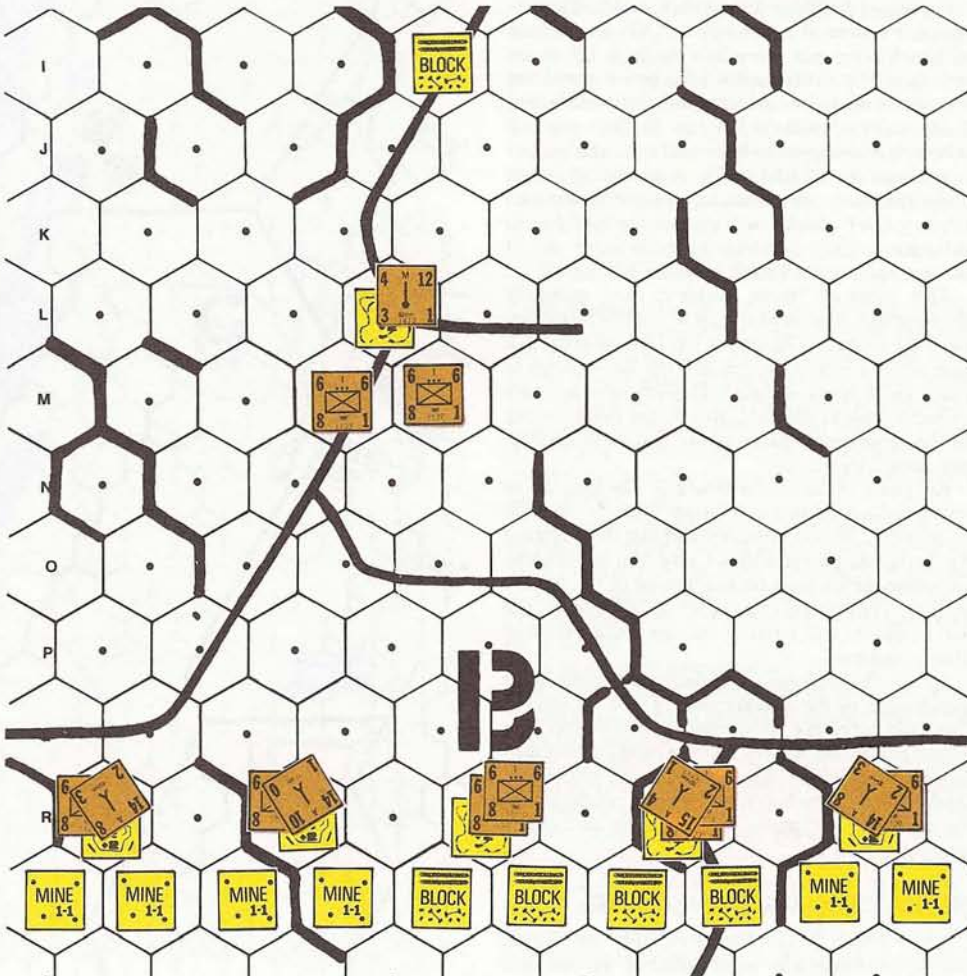
a central attack against the Egyptian forts. Israeli units should temporarily halt to regroup and extract straggling infantry, mortar or carrier units for no more than one turn in the central Q row or so of the board before striking against the secondary defenses at rows AA-DD. If this step is not taken; the Egyptian player *could* wipe them out in a counterattack after leading Israeli echelons have exited Board C later in play.

By Turn 4 the Egyptian infantry has withdrawn to the woods at BB10/CC9 while the engineers have created blocks at DD9 and DD8 and occupy the fort during the turn. Egyptian armor should try to slow the Israeli advance along the north edge of the board by staged withdrawals while infantry at CC1 and CC2 and AA10 make smoke on Turn 3 to maintain their cover.

Once Israeli leading units have exited, the Egyptian player may be faced with opportunities to strike at isolated stragglers and should immediately move to occupy undefended town and road junction hexes in order to gain maximum victory points. Egyptian tanks following Israeli armor onto Boards A and B should be wary of Israeli counterstrikes which could wipe them out if they follow too closely. Any surviving Egyptian armored units should be protected until they can be of decisive assistance, most likely on Board B in the last two or three turns in a final pursuit of Israeli stragglers.

Immediately after the Israeli entry onto Board A (see Illustration #15), the commandos at X1 advance to Y1 and Y2 and the commandos at W1 and W2 generate smoke. Once these lines have been penetrated, Israeli units are faced with clearing mines with T-34s firing at double effect at two-hex range against unprotected (by smoke)half-tracks or flail tanks. Breaking this position and clearing Egyptian units on this board could consume up to ten turns without exceptional luck or skill on the part of the Israeli player.

On Board B (Illustration #16) the infantry units generate smoke at hexes M4 and M5 on the turn of Israeli entry and move into the IP in L5 on the next turn. The mortar unit at L5 is now covered and can also drop additional smoke to frustrate Israeli firing positions as far as hex row X. Once this line is breached the Egyptian 85mm ATs can change facing (as can the 17 pdr) to fire at advancing Israeli units. Hopefully, these attacks, in combination with infantry CAT attacks, will disrupt the final Israeli drive across Sinai. Surviving Egyptian armor should be sent against the Israeli units on this board.

This series of "three battles in one" perfectly demonstrates how an army can win while losing (by delaying an enemy advance); or, how an army can lose while winning (by not driving fast enough to reach an objective in time). This scenario presents valuable lessons and insights into the complexities of the subsequent massive tank battles in upcoming Suez Canal action.

Egyptian obstacles on Board B are situated in order to hamper as much Israeli units for as long as possible. IPs are positioned so that their seizure by the Israeli player will not give him as effective coverage for his units (at M1 instead of L1, for example). The exception is the set up of the forts; the Israeli player will strive to occupy these excellent firing positions.

In all, the defensive dispositions assume their penetration by the attacker and try to work around this fluid defensive circumstance. Conversely, the Israeli player should keep his own units concentrated in order to maintain mutual support and protection. In this situation the Israeli player must run the gauntlet while the Egyptians seek to delay as long as possible.

SITUATION A-5 (DEVERSOIR)

Once Israeli forces had been fully mobilized, strong counterattacks were launched against new Egyptian positions east of the Suez Canal. Prior to the outbreak of the Yom Kippur War on October 6, 1973, Israeli forces had constructed a bricklined hardstand "cut" through the Suez moraines a few yards north of the Great Bitter Lake at Deversoir. This firing position/loading ramp/ferry terminal would serve as the jumping-off point for the Israeli counteroffensive depicted here. The Israeli player need not feel guilty about placing his "cut", or trench counter on hex GG-3 on Board A as this duplicates the exact position.

In the initial set-up (shown in Illustrations #17), the Egyptian positions west of the Suez Canal intend to protect ferry, bridging and engineer units while forming a front near the center of Boards C and A. This Egyptian deployment option also recognizes the need to contain, limit and, if possible, eliminate the Israeli bridgehead west of the Canal. A small mobile reserve is formed for a counter thrust down Board C.

The Israeli forces west of the Canal that are in the open, at Board A hexes BB1, DD1 and FF1 make smoke for cover. The Israeli infantry east of the Canal at Y6 also make smoke in order to cover the ferry crossing debouchment hex Z5 from Egyptian artillery and mortar strikes. Four Israeli M-48A5s wait in line at Z5 and Z6 in order to start a regular stream of ferried armor beginning on the second turn; the Israeli ferry immediately enters the Suez Canal hex at Z4. The Israeli armored infantry is positioned at Z5 and GG4 as they are amphibious and may cross without ferry or bridge.

The remainder of the Israeli M-48A5 and infantry (except the engineers, one other infantry unit, the armored infantry, and two half-tracks) and their non-amphibious half-tracks are thrown into the combined attack against the Egyptian fortified zone on Board B. the Israeli player must keep a constant stream of reinforcements moving over the ferry crossing so two of these M48A5 will eventually break off combat and proceed to the ferry crossing on Turns 4, 6 and 8. The remaining infantry and half-tracks can then follow, unless needed east of the Canal due to expected Egyptian counter actions.

The Israeli must be alert to expected Egyptian counter moves, even on the very first turn. Israeli interdiction fire on Board C hexes O1 and R2 can effectively frustrate Egyptian movement out of town

Illustration 17A: Deversoir West
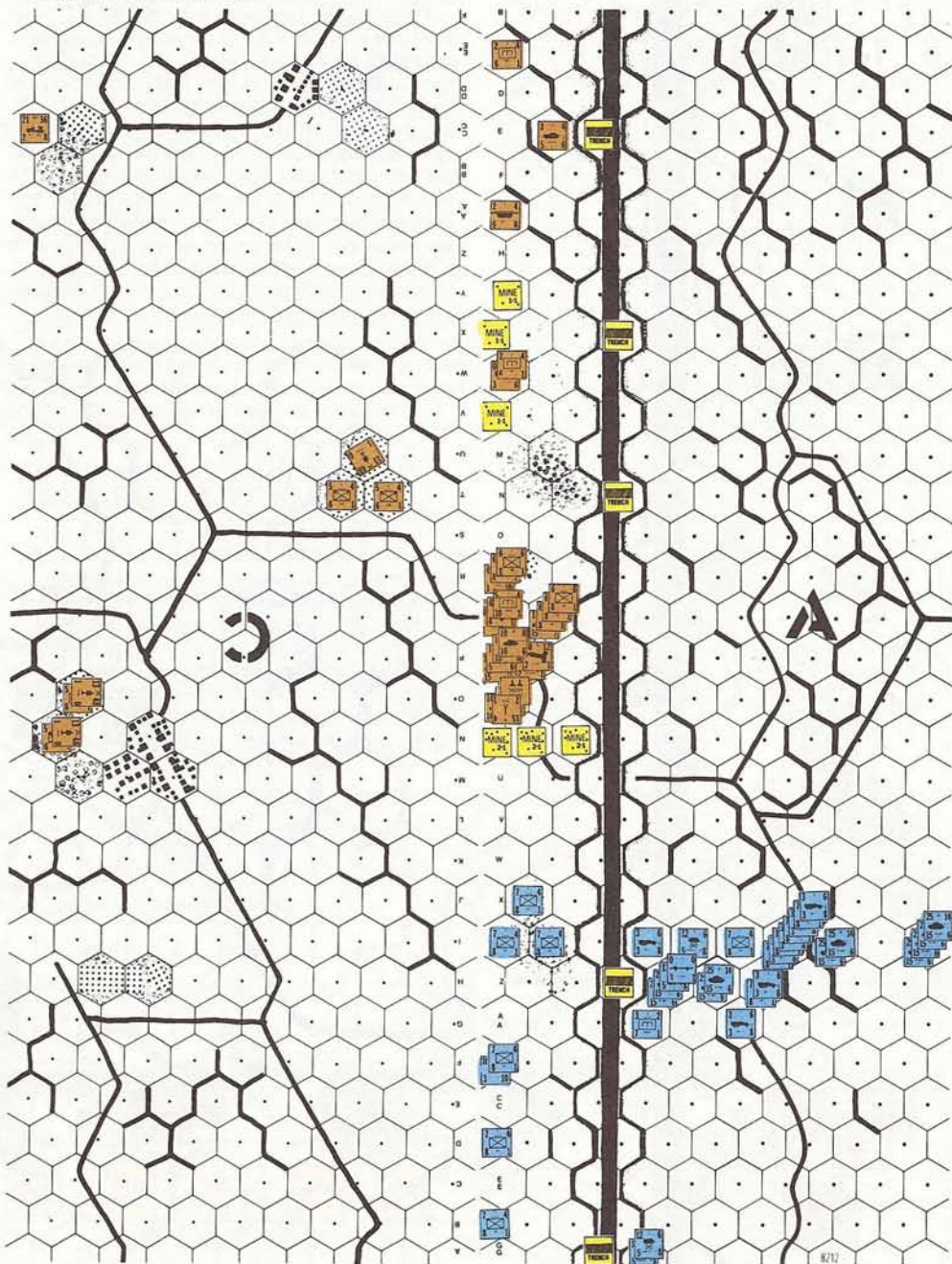
on Board A under this set-up option.

The Israeli armored infantry and tank-loaded bridge drive directly to the canal "cuts" (the bridge will take about 115 turns to tow into position adjacent to the Canal). All remaining Israeli units starting on board D should join the combined attack against the Egyptian fortified zone on Board B (except the armored infantry from "Group C" which will seek to break away on Turn 6 or 7 in order to maintain the amphibious stream across the Canal). The Israeli player should remember that his Patturions are able to direct fire smoke for cover while his mortars and offboard artillery cannot engage in smoke laying missions until after Turn 1 and may even become otherwise engaged. If the Israeli player is unable to occupy or neutralize the Egyptian defensive zone, he may choose to switch over to a defensive posture east of the Canal while gradually withdrawing to the ferry crossing and over to the west side.

The Egyptian fortified zone in the actual battle extended a bit further south than the defensive options illustrated here. The Egyptian positions had extended beyond the road junction at N4 and Q8

and were only taken finally after repeated attacks and heavy Israeli losses. I have concentrated Egyptian forces north of these positions, known as *Akavish* and *Tirtur*, and moved them further into the defensive zones then known as *Missouri* and the *Chinese Farm* (see Situation S-13 above).

The Egyptian player must hold out east of the Suez Canal until at least Turn 7 in order to cover the entry of the Egyptian 14th Armored Brigade's tanks from the north. Hopefully, the Egyptian defensive zone can stave off the Israeli attacks, inflict losses and assist his holding action or counterattack west of the Canal. The Egyptian forces west of the Canal can attempt an advance against the Israeli bridgehead right away only if the Egyptian commander is very skillful, extremely fortunate or both. A more prudent course of action is to establish, then fill in an extended line across the Q row of Boards A and C until heavier Egyptian forces enter on Turns 7, 10 and 12. Both the historical situation and the victory points in this scenario will probably force a series of co-ordinated Egyptian counterattacks after Turn 7 on *both* sides of the Canal. This is especially true of the actions west of the Canal, and Egyptian

units remaining east of the Canal can at least harass the Israeli mortars and ferry crossing.

Additional smoke counters can be placed by using blank counters, coins or extra units from other games. These extras will be needed as the Egyptian fortified zone infantry should blanket all positions on Turn 1 and repeat in order to maintain cover and die roll modification for otherwise exposed positions and units. The IPs and forts have been situated in order to provide firing lanes through these smoke columns. If the Israeli should be driven off, BTR 50s from both sides of the Canal can ferry troops across in either direction until GSP ferry and bridges can be used. The Egyptians should also schedule interdiction strikes against hexes M7 or Q10 on Board A, or hex W6 (on top of the block) on Board B.

If the Israeli player should manage to dominate the siege/slugfest on B by Turn 7, a spectacular local victory could result in a "turkey shoot" or massacre of Egyptian armor on the north edge of Board A. This duplicates the Israeli destruction of Egyptian units in the actual campaign. (Current Israeli President, Chaim Herzog reports that even former Israeli Chief of Staff Moshe Dayan was almost speechless at the sight of hundreds of Egyptian tanks, and many more hundreds of other vehicles, rocket launchers, radar and communications units, missile transporters and the thousands of pieces of miscellaneous items, discarded and wrecked, which jammed these battle sites.) Such a dazzling prospect could cost victory though as the decisive actions will probably occur west of the Suez Canal, especially after Egyptian armored reinforcements appear on Turn 10. The struggle for the woods/orchards and towns west of the Canal may well become a massive mobile melee after as smoke and interdiction fire disrupt armored thrusts in charge and countercharge.

Although the size and scope of this and the subsequent action in the Situation A-6 allow for some mistakes and bad luck, relative skill between players should be quite evident before the end of this battle. It can go either way, with a spread of victory points which could vary from a tie to an overwhelming victory. This Israeli seizure of the initiative set the stage for the successful crossing of the Suez Canal despite the isolation and destruction of sizable Israeli detachments. One of the most costly and desperate actions in a costly and desperate campaign.
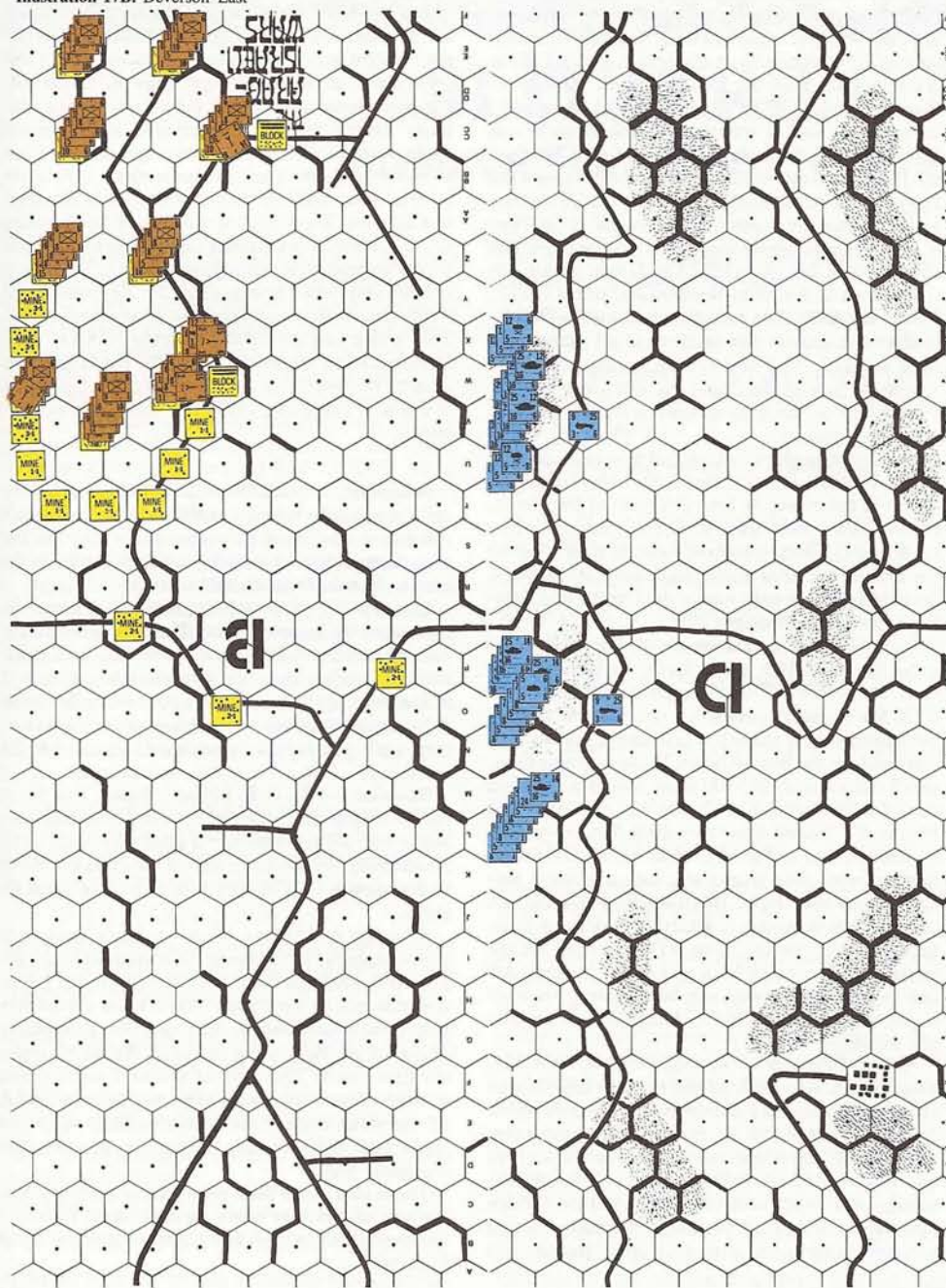
SITUATION A-6 (FAYID)

The desperate battles and numerous sorties of the previous day's combat had depleted many Egyptian and Israeli formations on both sides of the Suez Canal. Erez' sortie had extended up to fifteen miles west of the Canal and had cleared SAM sites up to nine miles inland from Deversoir and the Great Bitter Lake. Increasingly strong Egyptian moves, however, revealed the overextension of Israeli forces west of the Canal.

Israeli units regrouped at the bridgehead before an extensive drive toward Fayid (represented by the town on Board D hex F-3), the Geneifa Hills (the southern edge of Board D), and Suez City and Gulf beyond. Illustration #18 shows the initial placements on Board A.

As in the previous situation, the crucial area is west of the Canal. The Egyptian set-up is hampered by the dispersed and piecemeal deployment of his units (this was due to political/military intervention at the highest levels of command). The Egyptian player is not however, hampered by the interference faced by the actual commander, General Saad el Din Shazli, Chief of Staff of the Egyptian armed forces. Minister of War, General Ahmed Ismail Ali and President Anwar Sadat had both denied Shazli freedom of action in withdrawing Egyptian forces back to the western side of the Suez Canal. General Shazli was relieved of command at the height of this bat-

Illustration 17B: Deversoir East

tle as a result of this dispute. The Egyptian player can and should begin moving his forces to the western side beginning with the very first turn.

The Israeli player can ill afford any Egyptian air strikes; even the helicopter assaults could be devastating to his depleted formations. All Egyptian air strikes must be absorbed by Israeli air superiority missions.

The Israeli must secure the southern half of Board C while preventing the formation of a strong Egyptian front across Board D. In order to accomplish this, the Israeli player needs to occupy the woods at H8 and H9 and the town and woods in hex rows M, N, and O. This, in turn, requires the engagement and elimination of Egyptian Group C. This action should be accompanied by sorties against the Egyptian units on Board D and the town and woods/orchards north of hex row T on Board A.

Once again, Israeli Group B begins a pipeline of ferried and amphibious units while armored units cross the bridge. These stiffeners can guarnatee Israeli success west of the Canal. Meanwhile, the Sherman 51s at hex row X sortie against Egyptian units east of the Canal.

Israeli Group C abandons its IPs and heads for the nearest canal crossing, except the four Patturions at J4 on Board B which join the Sherman 51 thrust against Egyptian units at the bridge located about six miles north of the "cut". Israeli infantry in Board A hexes GG2, Y4 and Y5 make smoke to cover canal crossing activities. The Sherman 51 and Patturion strike force should break off their fire fight on Turn 4 in order to set up an ambush against the Egyptian 1st Armored Brigade and Tank Destroyers as they enter the north edge of Board B on Turn 5. The Egyptian player may try to frustrate this with smoke cover at hex GG10. The Israeli armor can overcome this action by deploying at hexes GG10, FF10, and EE9. The Israeli armor must withdraw to the west side of the canal after all other units have crossed. This action may be delayed if the Egyptians east of the Canal become weak enough to overwhelm—occupying those bridges mean a lot of victory points!

The Egyptian player will, by all this, be compelled to reinforce his units on the southern half of Board C and in the center of Board A west of the Canal. A relief force must also succeed in joining the line on Board D. Some transport must be forwarded to the bridgehead area at the north edge of Board A in order to deliver units east of the Canal to the fighting front on the western side.

A possible course of action for the Egyptian player is for the T-34/100, three T-62s, and an infantry unit, an 85mm AT and Saggerloaded into three BTR-50s to enter seam hexA11 on Board A after the 82mm mortar at H9 has laid smoke at hex A10, and head for the line on Board D. At the same time, two T-55ss and an SU-100 enter road hex Q10 and head for the orchard at T3 and T4. A Sagger and 85mm AT loaded onto two BTR-50s move into woods/orchard and town in rows M, N, and O. Infantry loaded onto trucks also join this move into orchard/woods at hexes BB10 and CC9 (the 122mm sets up behind woods at CC10 in order not to be spotted for air strike). Two BTR-50s head for the bridge in order to pick up and ferry infantry, AT and Sagger units to west side battle areas. All other transport will head for this bridgehead after they are unloaded.

An Egyptian unit occupying the IP at hex C3 on Board A will be on a slope and can spot Israeli canal crossings unless they are covered by Israeli infantry laying smoke. The Egyptian 120mm mortar emplaced at B5 and 82mm mortar on Board C hex H9 can attack the Israeli bridge once it is spotted from the Egyptian West Bank slope hex. Add the 122mm gun and the bridge can be subject to interdiction fire and neutralization, or even destructive indirect fire

Illustration 18: Fayid

attacks. The Egyptian should try to disrupt the Israeli advance on Board B on Turn 2 by scheduling an interdiction attack against hex Y8. This applies to hex M7 or even hex T-2 as well. Alternately, the mortar units on Board A could hold back for direct fire smoke screens in front of Israeli advancing Sherman 51 and Patturion tanks east of the Canal. Of course, all infantry in exposed IPs, forts and occupying the block on Board A will make and maintain smoke cover. Egyptian Saggers covering Board D will opportunity fire against any Israeli armor advancing without smoke cover. The Egyptian engineers on Board A begin constructing bridges and the combat engineers on Board D erect a block. The Egyptian player should place his PT-76 amphibious tank unit in West Bank orchards near "cuts" and, especially if reinforced by infantry and AT guns in BTR-50s, can threaten a recrossing to the rear of Israeli armor near the east side of the Canal.

Careful, methodical and well planned use of the succession of interdiction/indirect fire, air strikes, smoke, direct fire, manuever, opportunity fire, overrun and CAT attacks can yield a victory, even against a skillful and agressive Israeli player, or an unyielding and determined Egyptian opponent.

The strenghts of the Israeli military organization and the weakness of the Egyptian military hierarchy are brought out by this grueling process of fire and movement, attrition and regroupment. Unnerved, Egyptian commanders and their units would suddenly switch from skilled combat to unabashed flight—while more determined comrades were left to battle to death. Israeli commanders were often located at the point of hottest action—a la Rommel or Guderian. The Israeli occupation of the Egyptian air base at Fayid opened that installation as an Israeli supply airhead. The subsequent seizure of the Geneifa Hills and Suez Canal isolated the Egyptian Third Army east of the Suez Canal on its southern flank. This action and the Israeli clearing of SAM sites in the area and the sorties along the roads to Cairo assured the Israelis an excellent bargaining position at the now inevitable cease fire and peace negotiations.

A number of *ARAB-ISRAELI WARS* situations are not individually covered in this article. This is not due to any oversight, but rather to the fact that the situations presented in them duplicate others in the series. For those interested in such . . .

Situation S-1 (Kalkiliah) is pretty much under the control of the Israeli player. The Jordanian player can only screen, hold and reinforce. His tactical situation is analogous to the Israelis in Situation A-2 at the mercy of his opponent's actions. In Situation S-8 (Mazrat Beit Jan) I have never experienced victory while playing the Israeli side. A sort of Rafid in reverse—find a weak link and charge!

Situation S-9/S-10 (El Firdan). Again, I've never led the Israelis to victory in this one; these battles—along with the last one—are a good way to cure any Israelophile orarmored fanatic of his illusions. Refer to Situation S-13 (Chinese Farm) for some ideas on these.

Situation A-7 (Tasa). Well—it didn't happen. It *could* perhaps, in a general deterioration of conditions in the Middle East. If it *did* happen, the Egyptian can get to the center board dune complexes before the Israelis and his helicopters have the longer attack range. Best to dig in and let the Israeli make the first attack. This type of action is so fluid and variable that the best way to learn it is to use some of the ideas from other scenarios (like A-3) and apply them while learning the specifics in action during game play.

These ideas have been presented in the hopes that we may all become better gamers. And, for those enamoured of this most fascinating simulation. Good Hunting!

☆

BLITZKRIEG '85
Advanced Tournament Optional Rules
By Jon Mishcon

This article and its attendent rules were designed to update *BLITZKRIEG '75*. Although helicopters and other new units are included, the design intent is not so much to make *BLITZKRIEG* more representative of modern conflict as it is to bring these venerable rules more in line with current standards. Much thought was given to including HQs, reserve and exploitation movement, and generally increasing the level of realism/complexity. But these thoughts were put aside until *BLITZKRIEG '95* so as to prevent the current addendum from overwhelming players. Finally, it should be noted that, unless specifically contradicted by these new rules, all the *BLITZKRIEG '75* rules are in effect.

Generally, players will find that with the new rules the options for encircling the enemy are broader, their forces are smaller, their air units will take more losses, and the impact of strategic warfare is greater. It is quite possible to build a massive ground army at the expense of air and naval support. But if so . . . how much of that army will be tied down in the rear areas? This is the stuff good games are made of.

37. SEQUENCE OF PLAY: Unless action is specified as pertaining to both players, then Blue player will always finish one player turn and then permit Red to complete one player turn.

37.1 COLD WAR (See 38.8)

37.11 Blue player secretly spends up to 1025 points (see 38.7) while Red player simultaneously secretly spends up to 1000 points (see 38.7).

37.111 Blue player places his purchased units in stacks (to legal limit) in any home country hex.

37.112 Red player places his purchased units in stacks (to legal limit) in any home country hex.

37.12 Determine if war starts. If war starts, go now to 37.9 (*Hot War*).

37.13 If war does not start, return to 37.11.

37.2 Pregame Setup (if no *Cold War* as per 38.8):

37.21 Blue player secretly spends up to 4100 points (see 38.7) while Red player simultaneously secretly spends up to 4000 points (see 38.7)

37.211 Blue player places his purchased units in stacks (to legal limit) in any home country hex.

37.212 Red player places his purchased units in stacks (to legal limit) in any home country hex.

37.3 HOT WAR!

37.31 Determine and spend production points as per 38.71.

37.311 Player places his purchased units in stacks (to legal limit) in any home country city.

37.32 Move all naval units.

37.33 Move all air and airborne units.

37.34 Move all ground units.

37.35 Resolve air interception attack and defense.

37.36 Resolve all combat.

37.37 Return all non-partrolling, non-interdicting air units to base.

37.8 Return to 37.31 for next player turn.

38. PRODUCTION POINTS:

38.1 Production points represent the industrial and intellectual output and the manpower of the country and its allies. Instead of initial or reinforcement forces, players are given points. Points may be spent to buy or repair units and on intelligence efforts.

38.2 All full strength and replacement units are available for purchase at the onset of the game. During Pre-game Setup or *Cold War*, units may be set up in any home country hex subject to normal stacking and terrain limitations (e.g., naval units must set up in ports). Any unit, except naval (see 38.3), may be purchased and set up at any time during the game subject to point and counter mix limitation. (Note this alters basic rules 4, 6, 26, & 28.)

38.21 During *Cold War* pregame turn (37.1) and Pregame Setup (37.2), any number of helicopter and air units may be purchased subject to counter limi-

tations. Once *Hot War* begins a player may only produce or upgrade *one* helicopter/air unit per functioning aircraft city. The helicopter/air unit(s) produced or upgraded during Hot War must be placed in a functioning aircraft city.

38.3 Naval units may *only* be bought before game starts (eight during Pregame Setup or *Cold War* pregame turns). Naval units may be repaired during the course of the game.

38.4 For each occupied minor country *city* without a functioning critical resource, the owning player gets two additional points for unit purchase starting the turn after occupation.

38.5 For each occupied minor country *city* with functioning critical resource, the owning player gets six additional production points starting the turn after occupation and industrial repair. Note that a player can still get two points for an occupied minor country city that has unrepaired critical resources, but not both two and six points from one city.

38.6 Occupation of enemy home country cities *never* yields additional points. Damage to friendly home country cities never causes loss of points.

38.7 Production points may be saved. A written, open, record of all production points must be kept. Markers are provided.

38.71 For each of the first three turns both sides get 400 points per turn. After that each side gets 200 points per turn. This is in addition to any points garnered by conquest.

38.8 *Cold War*: Game starts in Cold War state only if *both* players agree prior to onset of game.

38.81 Players get 25% of Hot War point value per pregame turn (represents one season). War starts on a die roll of 3 or less. Players may secretly choose to modify die, spending no more than thirty points per pregame turn. For each 10 points spent die may be modified +1 or −1.

39. UNIT BREAKDOWN AND REGROUPING:

39.1 Units may breakdown in the field either volun-

tarily or as a result of combat.

39.2 Units may *not* recombine in the field. However, a unit may be upgraded or recombined in a friendly home country city to a stronger unit at the cost of the new unit minus the purchase cost of the "trade-ins" as per 26.3. This is true even if the recombination yields a full strength unit at no point cost (e.g., 2-4 plus 2-4 yields a 4-4 at no cost). (Note this alters 26.3).

40. UNIT POINT COST:

40.1 The point cost for a unit is its Attack value plus Defense value times the Movement value [e.g., 4-4 Infantry = (4 attack + 4 defense) * 4 movement = 32 production points] with following exceptions:

40.2 6-4 Infantry (+4). Thus to produce a new 6-4 costs 52; to produce one from a 4-4 and a 2-4 costs 4.

40.3 8-6 Armor (+12)

40.4 8-4-4 Artillery (+6)

40.5 All elite (airborne, air assault, and ranger) cost double the basic value. Thus to produce a 2-6 Air Assault costs 48.

40.6 FTR are assessed as if movement were "10", and SAC are assessed as if movement were "12".

40.7 New unit cost is noted in Section 41 below.

40.8 Note that all unit purchases are strickly limited by counter availability. The sole exception is damaged markers (which cannot be purchased).

41. NEW UNITS:

41.1 Amphibious group—strength 1, cost 30 points; three in counter mix per side.

41.2 Transport Helicopters—strength 2-8 or 1-8, cost 32 and 16 points respectively; four of each strength in counter mix per side.

41.3 Attack Helicopters—strength 4-2-8 or 2-1-8, cost 48 and 24 points respectively; four of each strength in counter mix per side.

41.4 CV group—strength 1, cost 100 points; four per side in counter mix.

41.5 BB group—strength 4, cost 100 points; four per side in counter mix.

41.6 Escort group—strength 2, cost 40 points; ten per side in counter mix.

41.7 Naval Transport group—strength (1), (2), and (3) cost 8 points per stacking unit transportable; three per strength per side in counter mix.

41.8 Submarine wolfpack—strength 4*, cost 40 points; two per side in counter mix.

41.9 Airfields—strength (1), cost 10 points; two per side in counter mix.

41.10 Damage markers—Light and Heavy; ten of each.

41.11 Transport Aircraft—strength (½), (1), and (2), costs 8 points per ½ stacking unit transportable; four per side per strength in counter mix.

41.12 Production Point markers—0, 00, 000: one of each.

41.13 The above totals 88 additional counters to each side. Note that in the original game it would be assumed that player was given one Amphibious, one CV, five Escort, ten full unit naval transport capacity, and five full unit air transport capacity.

42. NAVAL RULES (This replaces 35 and 30.3):

42.1 Sea Zone Movement:

42.11 The following are all considered One Sea Zone move: (Note a full sea hex adjacent to a coastal hex is called a *pericoastal* hex.)

42.111 From friendly port to AT SEA box in the same Sea Zone or vice versa.

42.112 From friendly port to pericoastal hex in same Sea Zone or vice versa.

42.113 From friendly port to friendly port in same Sea Zone.

42.114 From pericoastal hex to AT SEA box in the same Sea Zone or vice versa.

42.115 From one AT SEA box in the Sea Zone to AT SEA box in the adjacent Sea Zone.

42.12 Note: One cannot move from one AT SEA box in the Sea Zone to adjacent Sea Zone's pericoastal hex or port in one Sea Zone move. Nor can a player ever enter a enemy-controlled coastal hex or unfriendly port.

42.13 Naval units may never enter or leave an inland port whose waterway is blocked by enemy ZOCs/units.

42.131 Naval units, and the units they transport, may ignore all ground units (or ZOCs) except when the naval units try to travel on inland waterways. Note that ground unit ZOCs do extend into pericoastal hexes but they don't affect naval units.

42.14 Inland waterways are not considered coastal hexes for any purpose.

42.15 Naval units may only be in a port, a pericoastal hex, or in an AT SEA box.

42.16 Rangers need no naval vessels for lake crossing.

42.2 Naval unit speed:

42.21 Transports and Amphibious HQ vessels move two Sea Zones per movement phase.

42.22 Submarines may move one Sea Zone per movement phase.

42.23 CV, BB and Escort Groups may move three Sea Zones per movement phase.

42.24 Submarines may never move into pericoastal hexes (thus may not be involved in combat there).

42.3 Naval unit carrying capacity:

42.31 A CV may carry four Defense Strength points of FTR, TAC (this alters 30.3).

42.32 An Escort may carry one Ranger Battalion.

42.33 Each Naval Transport may carry the number of full strength (or their equivalent) units as noted on the Naval Transport counter. The Naval Transport has no combat strength and may never attack any unit. No ground unit aboard a Naval Transport may ever attack any unit. Transports may carry an air or helicopter unit in lieu of a ground unit but that air/helicopter unit may only unload at a friendly port and must spend its turn in that port.

42.4 Naval Stacking:

42.41 Maximum naval stacking in a port is any three naval units. This is above and beyond any air or ground unit stacking.

42.42 There is no stacking limit in a Sea Zone or pericoastal hex.

42.5 Naval Combat (this alters rule 19.5):

42.51 To attack any naval unit it must first be spotted. A spotting die roll can only be made if both players have either naval units and/or coastal port based TAC/MDM in that Sea Zone. An airfield on a coastal hex counts the same as a coastal port for TAC/MDM basing.

42.511 Naval units in a port are always spotted. Naval units in a port may only be attacked by air units (TAC and MDM only). Artillery units (this includes Attack helicopters) and Naval units may not attack. Bombers move to the target and announce they are attacking the naval units in the port. This

attack does not affect the port in any way. To attack the port itself, see 54.2. The effect of air strikes against naval units is defined in 42.6.

42.512 Naval units in pericoastal hexes are always spotted in the hex they are in and thus may be freely attacked by any surface naval unit in the same AT SEA Zone or by any ground based air unit, subject to the normal range restrictions. Naval units in pericoastal hexes may also be attacked by artillery (including Attack Helicopters) at ¼ (fractions rounded down) the artillery strength.

42.513 Units in AT SEA boxes must be spotted before they can be attacked. Spotted enemy naval units in the AT SEA box may be attacked by any friendly naval and air units in the same AT SEA box and by any TAC or MDM (MDM attack at halfstrength) based in *coastal* ports in the same sea zone. NOTE: Only one die roll is made to locate *all* surface naval units of both players in a single AT SEA box. (Exception: See Submarine 42.518).

42.514 Each player may apply a "1" die roll modifier (either plus or minus) to the spotting die roll if friendly air units are present in the Sea Zone, either aboard a CV or in a Port.

42.515 If both players desire combat in a AT SEA box, the spotting die roll must be 4 or less to "locate" all naval forces in the AT SEA box.

42.516 If only one player desires combat in the AT SEA box, then die roll must be 1 or less. This reveals all naval forces.

42.517 If neither player desires combat, then combat cannot occur in the AT SEA box.

42.518 Submarines are the sole exception to the spotting rule. Submarines can never be spotted while at sea if they do not desire combat. If a submarine unit desires combat, then that submarine spots all enemy units on a die roll of 2 or less, subject to a modification for any air forces present. Even if one submarine spots enemy forces, this does not spot enemy units for any other friendly unit including other submarines.

42.52 In all combat in pericoastal hexes air combat occurs first, then attacks by artillery and attack helicopters, then surface naval combat. Note that a pericoastal hex is the *only* sea hex in which all three kinds of attack can occur in a single game turn. Note also it is possible for enemy units to be not "spotted" at sea and thus invulnerable to attack, yet still send their naval air to strike enemy forces in the pericoastal hex (naturally, if they engage you in surface combat they suffer damage as per 42.7).

42.53 Naval units in AT SEA boxes cannot have surface combat if *either* player has sea-based air unit(s) in that AT SEA box. If naval air is present, than all naval units may be spotted as per normal rules but *only* air units may attack. Naturally, this includes any port-based air units capable of attacking. If both players have air units capable of attacking, then both sides may attack. If only one side has air units that may attack, then only that side may do so.

42.54 Naval Air Range: All air strikes within an AT SEA Zone or from an AT SEA Zone to a coastal/pericoastal hex within that zone are considered to take place at eight hexes range.

42.541 The range to and from a pericoastal hex is always counted normally.

42.542 If the CV is in the AT SEA box, then CV-based FTR and TAC may strike any spotted naval force in the same Sea Zone (either in a pericoastal hex or in the AT SEA box).

42.543 If the CV is in the AT SEA box, then CV-based FTR and TAC may strike any coastal hex in the same Sea Zone.

42.55 Naval Interception: Any turn in which a stack

of naval units tries to move *through* an AT SEA box containing enemy units, the enemy player may call for an immediate spotting die roll. If successful, the moving player must immediately halt the moving stack in that AT SEA box. This interception does not require combat nor can it be used to prevent a player from simply entering or exiting an AT SEA box. Interception attempts may be made as often as the moving player tries to move unit(s) through an AT SEA box, even by enemy naval units that have made previous interceptions or attempted interceptions.

42.6 Air-Surface Resolution:

42.61 (See also 50.) All surface Naval units fire AA equal to their strength on ACT versus TAC and MDM. This AA strength does not include naval transports, units being transported on naval vessels nor submarines, none of which has any AA strength. Naval unit AA fire may be added to a port's, and any ground units' in that port, AA fire strength. Air units take half losses (fractions rounded down) before they strike naval targets; they suffer the rest of their losses after attack is complete. All the units in the same AT SEA box or pericoastal hex may fire together at any TAC and MDM air units of their choice.

42.611 CV-based FTR units may be placed on Patrol missions, in the AT SEA box only, if in the AT SEA box, or in any hex in range if the CV is in a pericoastal hex.

42.62 Following removal of the first half losses, air units attack any naval unit of their choice. Air strength is then crossindexed on the BBT. The numbers on the BBT for attacks on ships have the following effect: "−" means no effect; "1" = light damage; "2" = heavy damage, and " " 3 sinks that ship. Note that there are *no* breakdown counters for naval units.

42.63 Following resolution of the damage to ships and air units, the air units return to base.

42.7 Surface-Surface Resolution:

42.71 If attacked units are in a pericoastal hex, or if *neither* player has *sea-based* air AND surface naval units are "spotted" (by die roll) in the same AT SEA box, then surface combat ensues.

42.72 The moving player advances one surface naval unit. The non-moving player matches that with one of his surface naval units. This matching process continues till all of one player's surface units are gone. The other player may then either add his additional surface naval forces to any or all of the matched "piles" or hold them out of combat.

42.73 Each matched pile simultaneously attacks the other pile once and only once on the BBT. Effects are the same as per 42.62. If there is more than one unit in a pile, the owning player chooses which unit is affected. A single attack can do no more than sink one naval counter.

42.8 Submarine-Surface Resolution:

42.81 Once a submarine has spotted all enemy units, it attacks one enemy naval unit chosen at random on the BBT. All escort and naval TAC units in the AT SEA box, *after* the sub attack is resolved, then return fire combining their strength on the ACT. Effects of these numbers from the BBT and ACT are the same as per 42.62.

42.9 Damage Effects:

42.91 All damaged naval units must move as rapidly as possible back to a friendly port. They may engage in any normal activity along the way so long as they move directly back to a friendly home port.

42.92 Lightly damaged naval units have their combat strength halved (fractions rounded down).

42.93 Heavily damaged naval units have their combat strength multiplied by ⅓ (fractions rounded down). Further CV, BB and Escort units may only move two Sea Zones per turn. In addition CV units may not have naval air units land or take off from them. If naval air was flying that turn and there is not adequate space aboard other CVs in that AT SEA box to accomodate those naval air units, they are destroyed. These in-flight naval air units may move to a port box within range if the damaged CV was in a pericoastal hex. Once the heavily damaged CV is in a friendly home port, air units may transfer normally to any airfield or city.

42.94 Any damaged naval unit that is damaged again in any manner is sunk.

42.95 Units transported by damaged naval vessels are unaffected by that damage unless the naval vessel is sunk. The transported unit is lost.

43. REPAIRING DAMAGED NAVAL UNITS:

43.1 Repairs may only begin when a damaged naval unit starts its turn in a friendly *home* country port. The cost to repair a lightly damaged naval unit is one-third its purchase cost, fractions rounded down. At the beginning of any turn this cost is paid, a lightly damaged naval unit may be taken from any friendly home port and placed on the Turn Record Track two turns further on. Thus, if taken offboard on Turn 7, it is placed on the Turn 9 spot. This naval unit may on Turn 9 may be placed in ANY friendly home port (even one other than that it returned to) as a fully functional unit.

43.2 The cost to repair a heavily damaged unit is two-thirds its purchase cost, fractions rounded down, and it is placed on the Turn Record Track four turns further on.

44. SHORE BOMBARDMENT:

44.1 BB and Escort units in pericoastal hexes may attack ground units or facilities/resources in any adjacent coastal hex on the BBT. In addition, BB units may attack any hex, one-hex inland from the coast on the BBT as if the BB were artillery.

44.2 Ground units may *never* attack naval units, even if the naval unit is in an adjacent pericoastal or port hex. Artillery and Attack helicopters may attack naval units in pericoastal hexes.

44.3 Any naval unit in a port hex that is occupied by enemy units is automatically considered destroyed.

45. INVASION (alters 20):

45.1 For ground units to invade any beach, a friendly Amphibious unit must be present in a pericoastal hex adjacent to one hex of that beach.

45.2 No enemy unit may invade a beach at which an Amphibious unit is in an adjacent pericoastal hex and at which beach has landed a ground unit in the previous turn.

45.3 Each Amphibious unit in an adjacent pericoastal hex by a beach allows the supply of up to ten full stacking (or their equivalent) ground units through that beach out to a ten-hex range. (This alters Rule 23.5.)

45.4 Rangers never require the presence of an Amphibious unit for either invading a hex nor for supply.

46. HELICOPTERS:

46.1 Helicopters are considered replacement ground units for all movement, stacking and combat purposes.

46.2 Helicopters move at a cost of one movement point per hex through *all* terrain including sea and lake. Nothing alters their movement ability except weather. However, helicopters may never end their

movement in all water hexes.

46.21 In Gale, Fog or Ice, helicopter units may not move and are considered to have an attack strength of 0 and defensive combat strength of 1.

46.22 In Rain and Snow, the combat factor of helicopter units is halved (retain fractions). They retain normal movement.

46.3 All helicopters are considered half stacking (replacement) ground units.

46.4 Helicopter transport:

46.41 Transport helicopters may transport any infantry unit whose combat strength does not exceed that of the transport helicopter. Thus a 2-8 helicopter may move any 2-4 infantry unit. Three 2-8 helicopters could move a 6-4 infantry division.

46.42 Any infantry unit that moves by transport helicopter may only use its inherent movement to move two movement factors. This 2MF move may take place only after helicopter transport.

46.43 All helicopters, and any infantry unit moved by transport helicopter, are considered to be armor pieces for all ZOC purposes. Any infantry movement not made with a helicopter is considered infantry movement. Thus, infantry may be transported through infantry ZOCs by a helicopter but may not move out of an infantry ZOC if using the infantry's inherent movement ability, even if moving from one hex that contains a friendly transport helicopter to another such hex.

46.5 Attack helicopters: Attack helicopters may not transport any infantry unit but attack as if they were artillery, including the two-hex range. However, their ZOC extends out only to adjacent hexes.

47. FIGHTERS:

47.1 Fighter range: All fighter strength for activity that takes place beyond 8 hexes range from their initial base is halved (fractions rounded down). This halving occurs *after* any doubling or tripling from attacking bombers or air transport but before any modification for night fighters. Fighters retain full strength in air operations when they *both* travel no further than 8 hexes to their intended target *and* land within 8 hexes range after attacking. Note that this applies to Patrol Interception as well. (This rule reflects the limitations on fighters with little "loiter time".)

47.2 Fighter Escort:

47.21 Fighters may escort other friendly air units by moving to the hex the air unit starts in or is currently moving through and then accompanying the air unit for all or part of its movement before the fighter returns to base.

47.3 Fighter Interception:

47.31 Rule 32.31 is now modified so that Case C reads "Entering the first sea hex of a Sea Zone containing six or more naval surface combat strength points."

47.32 Fighter interception of air transport may now take place in any hex of the air transport movement as triggered by Rule 32.31.

47.33 Fighters attacking air transport attack on the ACT. Each number obtained on the ACT is the number of half stacking unit transport destroyed. Thus, if a "3" is obtained, the defender loses the air transport capacity to move 1 ½ full-strength units. Any ground unit being transported on air transport that is shot down is itself also destroyed. Breakdown may occur for air transport and the units they are transporting as air combat is resolved. The owner of the air transport always has the choice of which units are lost if there is such a choice to be made. (This alters 32.33)

47.34 Night bombing now may be intercepted but

all FTR strength is halved after all other modifications (fractions rounded down).

48. ANTIAIRCRAFT FIRE:

48.1 All AA fire is resolved on the ACT. (This alters 32.6 and 33.)

48.2 Ground Unit AA:

48.21 All ground unit AA fire is determined *before* bombing effects are resolved. Air units take half losses (fractions rounded down) before they strike ground units, then suffer the rest of their losses after the air attack is complete.

48.22 Each full stacking, and *only* full stacking, ground unit has an AA value of two when bombed by TAC and/or MDM. (Thus, helicopters may never fire AA versus air attack.)

48.23 No ground unit has effective AA versus SAC.

48.24 If ground units are strategically bombed by both MDM and SAC, the ground units may fire just at the MDM.

48.3 City and Airfield AA:

48.31 All cities and airfields have an AA value of five for all attacks on the city itself, critical resources, and strafing and bombing attacks on either the airfield or air units thereon. Any full strength ground units present in the hex may add their AA strength to that fire versus TAC or MDM.

48.32 Note that air units present on the air base do not effect AA fire.

48.33 All cities and airfields have an AA value of one when bombed by SAC.

48.34 All city/airfield AA fire is resolved *before* bombing effects are resolved. Air units take half losses (fractions rounded down) before they strike their targets, then suffer the rest of their losses after the air attack is complete.

48.4 Naval Unit AA:

48.41 All naval unit AA strength is as per Rule 44.61.

48.42 All naval unit AA fire is determined *before* bombing effects are resolved. Air units take half losses (fractions rounded down) before they strike naval units, then suffer the rest of their losses after the air attack is complete.

48.5 All units present in a hex that may fire AA may combine their AA strength to fire against attacking aircraft. Note that this may allow ground units, plus the city-port, plus the naval unit(s) in the port to fire against attacking aircraft AND to cause half of the destroyed attacking air units to be lost before the air attack is resolved. (It not easy to strike a well defended port.)

48.6 Night Bombing: Night bombing causes AA effect to be halved (fractions rounded down).

49. AIRFIELD:

49.1 Any infantry unit that spends one complete turn doing nothing else and is out of all enemy ZOCs may construct an airfield at the end of that game turn if the appropriate production points are spent.

49.2 An airfield may be built *only* in clear terrain.

49.3 An airfield may be used the turn after construction and may base any three air units.

49.4 An airfield may never move. At the end of any owning player's turn, that player may voluntarily destroy any friendly constructed airfield occupied by a ground unit. However, he gets no points back on the "trade-in".

49.5 If the enemy player advances onto the airfield, he immediately becomes the owner of the airfield.

He need not replace the captured airfield with one of his own color and it remains his as long as he keeps any unit present in the hex. If at the end of any move the enemy player does not have a unit present in the hex, his aircraft there are considered destroyed by partisan action and removed from the board.

50. AIR TRANSPORT (alters 9.3 and 99.4):

50.1 Air transport craft are now air units. Their basing requirements are the same as combat air units. Range is 20 hexes.

50.2 Air transport craft have no combat strength. They, and any units they transport, may never attack any unit.

50.3 Attacks on air transport craft is as per Rule 32.3.

50.4 Effects of attacking air transport craft is as per Rule 47.35.

50.5 Except for armor or artillery, Air Transport units may transport any ground unit (including helicopters). Air Assault units (the air-droppable armor) are the only armor units that may be moved by air transport. Each Air Assault unit requires *twice* the normal air transport capacity to move. Thus, the full-strength Air Assault unit requires two air transport capacity; one replacement Air Assault unit requires one full strength air transport capacity.

50.6 Air Transport units may also be used to drop para-droppable units within 20 hexes of their take-off city.

50.7 Air Supply:

50.71 One half stacking capacity air transport may be designated during air movement to supply any *two* isolated replacement units, or their equivalent, with a movement of four in the same hex.

50.72 One half stacking capacity air transport may be designated during air movement to supply any one isolated replacement unit with a movement greater than four. This includes other air units.

50.73 If the isolated unit is on an airfield/city, the air transport may fly up to 40 hexes and land in the hex (up to normal stacking capacity).

50.74 If the isolated unit is in a non-airlanding hex, the air transport may fly up to 20 hexes and "drop" supplies to the unit.

50.75 Units that receive air supply are supplied for the one enemy and friendly player turn *following* delivery of supply.

50.76 Air transport units designated for air supply are subject to interception. Air transport units designated for air supply may do nothing else that player turn.

51. VICTORY CONDITIONS:

51.1 Victory Condition C is now changed to read "If neither player has fulfilled Victory Condition A or B, then at the end of Turn 15 a die is rolled. If the die roll is a 1-4, the Blue player must have 35 or more city hexes friendly to him or he loses. On a die roll of 5 or 6, the Red player must have achieved the same. (This eliminates tie games and puts most of the burden of victory on the player who started the war.)

52. BOMBARDMENT EFFECT (this alters 33):

52.1 Medium Bombers are halved (fractions rounded down) in strength when used for tactical bombing (30.41).

52.2 Airbase bombardment: Players may bombard (by TAC, MDM, attack helicopters, naval units, or artillery; although air units may never combine their bombardment with that of naval units, artillery and Attack Helicopters) an airbase (either in a city

or open terrain) in attempt to prevent that airbase from functioning. Bombing the Airbase has *no* effect on the units on the airbase.

52.3 City bombardment: Players may bombard (by SAC, MDM, naval units, artillery, or attack helicopters) a port, city-road, city-supply, or critical resources in attempt to prevent them from functioning in that capacity. Each bombardment may have only one target even if the city has more than one capacity.

52.4 Bombardment Effects:

52.41 BBT results of "1" or "2" cause light damage. BBT results of "3" or more cause heavy damage. BBT results of "−" have no effect.

52.42 Light damage causes the attacked facility to be inoperative for all the purposes of Rule 33 for one friendly and one enemy player turns.

52.43 Heavy damage causes the attacked facility to be inoperative for all the purposes of Rule 33 for two friendly and two enemy player turns.

52.44 Note, it is impossible to destroy a facility; but an unlimited number of heavy and light damage may be applied to any facility. *One* level of damage is removed per friendly player turn during the Intelligence Phase. Thus, if a port had two light and one heavy damage markers, at the end of the owning player's inteligence phase he could remove one light *or* convert the heavy to light damage, but would still have two turns to go before the facility was functioning.

52.45 Repair of facilities is assumed to be a local task and costs the player nothing.

52.5 City Capture Effects:

52.51 Reduced minor city critical resources are always assumed to sustained heavy damage in its reduction.

52.52 Any time a city falls through combat all critical resources are assumed to sustain heavy damage.

52.6 A player may freely apply any single light or heavy damage level to any facility he currently occupies with a ground unit at the end of his player turn. He may also choose not to remove damage if he wishes.

53. CRITICAL RESOURCES:

53.1 For all purposes of Rule 36.2, "units at sea" refer to naval units not air or ground units.

53.2 For all purposes of Rule 36.3, "sea zone superiority" is ignored. With the use of only two, only ten naval units are allowed at sea. With the use of only one, only five naval units are allowed at sea. With the use of none, only five units are allowed at sea, and only a zone with a friendly port.

53.3 Ignore Rules 36.42-36.44 (including the non-recovery provision). With the use of only two, only ten naval units are allowed at sea. With the use of only one, only five naval units are allowed at sea. With the use of none, only five naval units are allowed at sea, and only a zone with a friendly port.

53.4 Failure to meet the restrictions of all cases (53.) costs the owning player production points equal in value to the units in violation each turn these units are in violation. This is the only rule which a player may voluntarily break (or may be forced to break depending upon naval unit location.) If production points ever get below zero, the owning player automatically loses.

☆

ALL ASHORE WHO'S GOING ASHORE
TACTICS II–An Amphibious Scenario
By Glenn Roberts

TACTICS II is a game which succeeds well in its stated purpose: " . . . introducing you to the new art of simulation gaming." While not a realistic game, it does teach the basic principles of war and gaming in such a manner that the newcomer can easily proceed to the *AFRIKA KORPS* or *STALINGRAD* level. (Thankfully, the people who redesigned the game left the spaces square—many of the folk who couldn't learn even elementary *KRIEGSPIEL* because of the hexes have accepted *TACTICS II* quite easily.) The game is also a fine challenge for those players who prefer playable game systems but don't have the time or inclination for a *BLITZKRIEG* or *THIRD REICH*.

Most facets of warfare are admirably taught herein: the frontal attack, armored penetrations, the importance of cutting communication lines and the need for local superiority. The ratio of paratroops is good; they can insure success at a crucial time, but are not a full-fledged threat operating by themselves (they're too easily isolated, which accurately captures the re-supply problem.) My only criticism is of the amphibious forces. As given, they are nothing more than a nuisance; I've never seen a game where beach defense was even a consideration. This isn't accurate; a beach invasion is a real threat, and is a very effective way to open a second front (see *ANZIO*, *D-DAY*, and *BLITZKRIEG*).

My first efforts to recapture this facet of modern warfare simply resulted in less complex *ANZIO/D-DAY* invasion rules which allowed follow-up landings of armor and infantry. However, these were still too complex for the simple, yet coherent, *TACTICS II* rules. So, I expanded the Amphib force into a full-fledged corps. The rules modifications were minor and the system ended up much like the original one. To modify your game, begin by deleting "Section 3" under Special Units in the Advanced Game rules. Replace those rules as follows:

3) AMPHIBIOUS UNITS

a) Amphib units may move from a port square in a friendly city (those squares with lines protruding into the sea) to any port square in another friendly city, *or* to a sea square adjacent to a beach at NO cost to its movement factor. (Sea squares diagonally adjacent to a beach may not hold amphib units.)

b) Invading units must battle any enemy units on adjacent beach squares (but not those on non-beach squares). Units on sea squares may move inland, battle beach defenders, return to port, or remain on the sea square; they may NOT sail from one beach to another. Once they move onto a beach square, all normal movement/combat restrictions apply. To move inland, a player moves from the sea square (adjacent along a beach square-edge) to *any* adjacent beach square.

c) Amphib units on sea squares are eliminated when "Back 2" results are called for.

d) A player may not invade a beach which his enemy has just invaded during the enemy's turn.

e) Amphib units may withdraw from beaches previously assaulted and return to a friendly port square

in the same turn. No other type of unit can withdraw by sea from beaches.

f) To withdraw from a previously assaulted beach, it is NOT necessary that the amphib units begin their turn on a beach square. They must simply have enough movement factors to move to a beach square.

g) Amphib units cannot land in unfriendly ports. However, once landed on beaches, they move as regular units and may seize ports by overland attack.

h) To move by sea, amphib units must begin their turn in a friendly port square. Only one amphib unit may move by sea from each port per turn.

i) *Delete this section entirely.*

"Isolation" (Section 4a) should also be modified: any or all amphibious units may trace supplies through an invaded beach to a friendly port. No other units may.

Rule b in Section 3 now approximates an invasion which grabs the beach but does not move inland that turn. Rule D abstracts the continued presence of naval support for one turn, and eliminates the rather artificial tactic of invading a beach your enemy is invading.

Use the *spare* counters to expand the forces as follows: add 3-5 Amphib Infantry, 1 Amphib Armor, Amphib Corps HQ, and 7 Armor Division. Organization is now changed; corps organization remains as is but in the Army Bivouac Area, replace the Amphib Division with 5 and 6 Armor. In the Replacements Bivouac Area, place 1-5 Amphib, 1 Amphib Armor, and Amphib Corps HQ. Army Group Reserve: 21-25 Inf and 7 Armor are placed in the various Army Group Reserve Bivouac areas. These are the Army Group Reserve, under direct control of the Army Group Commander.
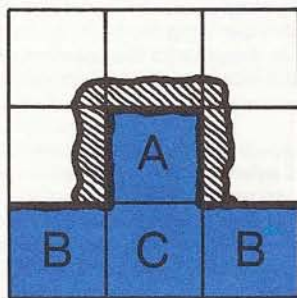
Above: All five land squares can be landed upon from Square A. The squares labelled "B", though adjacent to beach squares, are not adjacent to the *beach* side. Sea Square C is not a "non-diagonally adjacent" square.

Below: Blue units 1 and 2 must fight Red unit 1 (though not Red 2 since it is not on a beach). Blue 2 may not move from Square C to Square B, since units must halt *immediately* upon becoming adjacent to the enemy. Blue 4 cannot fight Red 3 (which is not on a beach), but could move ashore to Square A.
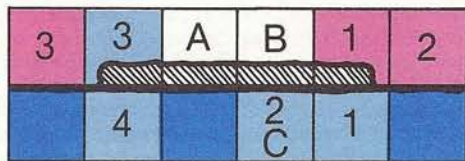
The scenario is this. All Red 1st and 2nd Army Forces except the paratroop divisions (which are in inland cities) are fully engaged with Blue 1st and 2nd Army forces. Red Reserve forces are placed with one infantry division on each beach. 24 Inf is in C8-16, and AGHQ and 7 Armor are in Red Capital. Red's Amphib Corps has already attempted an invasion; Blue let it get well ashore, then cut if off from the beach. The remnants (ACHQ, 1 Amp Arm, and 4 Amphib) are in port in C16-7.

Blue Amphib Corps is currently in port; 23-25 Inf and 7 Armor are designated as follow-up troops. (They will occupy ports as Amphib Corps embarks.) Blue intends to invade the beach nearest C8-16. The immediate goal is the quick capture of C8-16; the strategic goal is to overrun (with help of follow-on forces landed at C8-16) the cities on the island, and destroy enemy forces by isolation. The result would be to cripple Red's replacement/post capacities, and to facilitate a pincer movement against Red which would allow defeat in detail. The 1st and 2nd Paratroop will support the landings.

Blue invades C2-9. Four Amphib Infantry Divisions will secure the beachhead. The 2nd Para, 5th Amphib and ACHQ will establish a perimeter around the western flank of the beach. The 1st Amphib Armor and 1st Para attack C8-16. The beach battle results in Red 23rd Infantry being eliminated. The attack on C8-16 results in D-Elim. Results, the beachhead is secure and C8-16 captured; cost, no casulties. (Note that 1st, 3rd and 4th
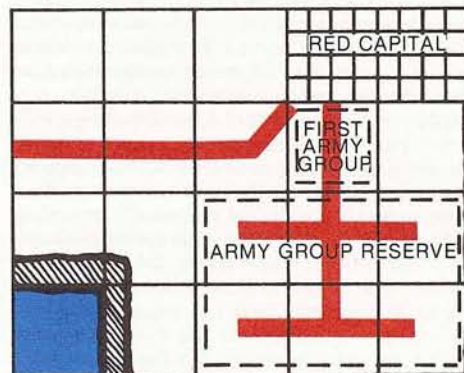
Above: Red Army Group Reserve Bivuoac Area.

Below: Blue Army Group Reserve Bivuoac Area.
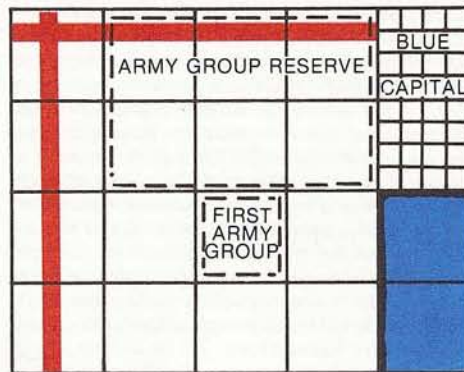
Amphib cannot move ashore this turn; units may only move inland from the sea square non-diagonally adjacent to 2-7 since Red 21st Inf controls all other non-diagonal sea squares.)

Keeping his wits, Red realizes that his only hope of smashing the invasion is to recapture C8-16, preventing a follow-up landing by Blue. The beachhead itself will be crushed later. Red 1st and 2nd Para attack the Blue paratroops; Red 7 Armor and 1 Amphib Armor attack the Blue Amphibious Armor unit. The beachhead forces are screened away from the capital for now. The battle for C8-16 brings an Exchange against the Blue armor and a DF against the enemy paratroops. Combat results in C8-16 being retaken for the moment. The 21st and 25th Infantry have left their beaches and are moving toward the Island, but will not arrive for at least two turns.

Well, as you can see, the situations can be fraught with excitement. Under the present *TACTICS II* system, with only two amphibious and two paratroop divisions, Blue wouldn't have had a prayer. In fact, he probably would still be on the beaches, at half his original numbers. Under my system, the situation is not hopeless for the Blue player(or for the Red; this balance of *opportunity* is the critical test of any playable new rule.) He can strike for the capital or for C8-16. He may be able to launch enough of an offensive on the front to relieve pressure on the beachhead (by forcing the armor division to withdraw and/or causing 21st and 25th Infantry to be diverted to the main front). And, of course, weather and the timing of replacements will be crucial considerations.

How did it end, in this instance? Blue attacked 7th Armor with four divisions, driving to C8-16, and screened the beach (to bring replaced Amphib units back on). The attack worked; the overall assault on the city failed due to Replacement of an armored division in the city. Red forced Blue to retreat into a tight beachhead. Blue then replaced and moved in the rest of the Amphib Corps. Blue utilized his follow on force to put pressure on Red's southern center; Red diverted the armor and some infantry to plug the hole. Blue threw in the parachute divisions and broke out of the beachhead; he captured *both* C8-16 and the capital. The amphibious corps neutralized the island, while paratroops were used in a vertical envelopement to blow a wide hole in Red's center. Red's fate was rapidly sealed (he had only three widely separated cities left), and another invasion near C42-15 ended the game.

So, this invasion ended up a strategic success. However, even if Red could have moved in superior forces and Blue had withdrawn after two or three turns, it was still a tactical success. By expanding only nine factors, Blue forced the Red player to put 13-15 factors in to repel the invasion. And Blue could return his factors to the main line; the resulting local superiority would be great. At the very least, Blue would have cost Red nine factors while losing only six; Blue's Amphib Corps would still be capable of another beach assault elsewhere, while Red's ability to react would be highly questionable.

I urge you to try this system. It is eminently compatible with the rest of the game-system and gives players a more thorough basic grasp of amphibious operations while using the same "language" of *D-DAY* and *BLITZKRIEG*; after all, the purpose of *TACTICS II* is to act as a "first-grade" education in wargaming. For those of us who thoroughly enjoy the great challenge in *TACTICS* of overcoming an enemy of equal strength and ability, my system provides another alternative to the left-right-center smash options presently available. If you like my ideas but not the system, then just use my counters, the expanded bivouac areas, supply modification and play with the present rules. (But the idea that a completely occupied beach is unassaultable went out in June 1944, I believe.) ☆

AH Philosophy . . . *Cont'd from Page 2*

attendance. In 1980, GAMA (Game Manufacturing Association) assumed control of ORIGINS and now licenses the franchise for The Convention to qualified sponsors around the nation to maintain it as a truly national show committed to encouraging the gaming hobby in all its manifestations.

More so than usual, The Avalon Hill Game Company— its staff and wares—will be much in evidence since this year's convention is on our "home turf". A large number of tournaments utilizing our titles will be sponsored, and several seminars will give you a chance to talk back. A number of new releases are planned. Stop by our booth and look them over. And, should there be something you'd like to have—back issues of our magazines, game components, software, mapboards, player's aids or even out-of-print games—the nearby AH Parts Booth will be taking orders on Friday and Saturday for Sunday pick-up, thus saving the buyer the time and expense of mail-ordering those items which are little-called for and not stocked by our main booth. A number of promotions will be occurring throughout the weekend, so drop by to check them out. And perhaps meet some of the designers/developers.

For a more formal manner of picking our collective brains, a number of seminars are planned by members of the staff. In the *ASL* Seminar, Don Greenwood and Bob McNamara, along with major playtesters of the new system, will field questions concerning the design and development of *ADVANCED SQUAD LEADER*. Serving as an introduction to the many changes, it is strongly recommended to anyone interested in upcoming development of the project as well. In much the same vein, Charles Kibler (the staff artist for the *SQUAD LEADER* mapboards and counters) will be host for a demonstration of *Deluxe ASL* using miniatures supplied by GHQ. Richard Snider will review, explain and field questions on his *POWERS & PERILS* role playing system in a series of seminars. Ken Whitesell will host an "open forum" on the rules, tactics and scenarios of *UP FRONT* and *BANZAI*. For the hackers out there, programmer Winchell Chung will detail the internal structure of the program for *GULF STRIKE*, our computer remake of the popular VG game of modern conflict. Finally, Bill Peschel—editor of *HEROES* and *The Victory Insider*—and myself will be on the line in a "Subscriber's Free-for-All" open to all with an interest in the magazines of The Avalon Hill Game Company. Any gathering of kindred spirits is invaluable, often as much so for the speakers as for the audience. If nothing else, it allows one to take time from the hectic pace of intense competition to relax and learn.

Of course, a number of tournaments will test the mettle of all ardent gamers. A number of these have this year been sponsored by The Avalon Hill Game Company, who will supply the gift certificates used as awards for superior play. A mere sampling of these should whet your appetite for some challenging competition. Bill Salvatore will be hosting a *VITP* tournament; Don Tatum, a *DUNE* clash; Tim Hitchings parts the North Sea with a *WAR AT SEA* tournament; Vinny Fratelli leads the B-17 raid. Ed Walker, editor of *On All Fronts*, will handle the chores for the *G.I.: ANVIL OF VICTORY* competition, replete with new scenarios. Ken Whitesell, a busy fellow, will be overseeing the competition in *UP FRONT*, *BANZAI* and *SPEED CIRCUIT*. John Corradine will be equally occupied with tournaments in *FOOTBALL STRATEGY*, *CIVILIZATION* and *RAIL BARON*. Craig Taylor and Mick Uhl will host tournaments in their latest developments (*FIREPOWER* and *STELLAR CONQUEST* respectively). A number of adventure tournaments for *RUNEQUEST* and *POWERS & PERILS* will fill the days for the fantasy RPGers among the attendees.

And Bob Beyma hosts a "Games Masters" tournament, demanding a broad-spectrum knowledge and skill with wargames of all types (players must play four of the following five: *RUSSIAN CAMPAIGN*, *BULGE '81*, *STALINGRAD*, *WATERLOO* and *AFRIKA KORPS*.) But be warned, if entered in any of these you'll be facing the best gamers of the hobby around.

ORIGINS has, in the past few years, become a date for many game manufacturers to target for their new releases. This year's con sees a full crop from The Avalon Hill Game Company. Of most interest to the many *SL* fanatics will be the long-awaited revealing of the *ADVANCED SQUAD LEADER* Rulebook and the first module, *BEYOND VALOR*, bringing in the new counters for the German and Russian military. As Don Greenwood and Jon Mishcon explained in the last issue of The *GENERAL*, this is nothing less than the ultimate development of the most popular tactical gaming system ever in the hobby. Utilizing a loose-leaf binder format, lavishly illustrated, and meticulously "de-bugged", the rulebook of *ASL* should prove to be much in evidence around the halls of Towson State by Friday evening. And, of course, the scenarios enclosed in *BEYOND VALOR* and the *Deluxe ASL* modules will provide the medium for the fanatics' delight . . . and their groans.

Craig Taylor, busy as ever, oversaw development of the latest East Front game—*RUSSIAN FRONT*. A unique combat system highlights a superb design which incorporates virtually every facet of the great Germano-Soviet struggle in a highly playable and enjoyable format. Time scale is one month per game turn; map scale: 25 miles per hex; unit scale: corps, armies, fleets and flotillas. With several alternate scenarios and basic and advanced levels of play, it is sure to be a hit for those intrigued by history's greatest war. Look for it at our booth.

Bruce Shelley's development of *DEVIL'S DEN* will be complete and the new edition available. The game is a company/battalion level simulation of the Confederate assaults against the Union positions at Devil's Den and Little Round Top on the second day of the battle of Gettysburg. Designed for two players, they have the choice of recreating the entire struggle in this area of the battlefield, or the smaller actions around either Devil's Den or Little Round Top individually. Players can choose various levels of complexity, ranging from the basic game to an Advanced Game. In the former, all major concepts and rules needed to simulate the battle are introduced. After mastering this, Advanced Game rules for ammunition shortages, CSA sharpshooters, bayonet charges, etc. can be added. Blessed with beautiful new graphics and Bruce's fine touch for playability, the game is a must.

Among the many other new items are the *WARGAMER'S GUIDE TO THIRD REICH*, containing never-before-published articles on all facets of the game by noted experts Marcus Watney and Larry Bucher as well as a definitive question and answer section on this most popular game. *DARK EMPEROR*, a new fantasy boardgame designed by Greg Costikyan, will make its appearance. For the role playing multitudes, several new adventures come forth: *Vikings* for *RUNEQUEST*, and *Pelara* for *POWERS & PERILS*. And don't forget—at the Parts Booth you can order those adventure modules for these systems that you may have missed.

For those distracted by the breathing of their opponent, several new computer games make their way to the fore. Looking just to the wargame releases: *CIRCUS MAXIMUS* (for the IBM), *DIPLOMACY* (for the Commodore), *TSUSHIMA* (also for the Commodore), *SUPER BOWL SUNDAY* (for the Commodore)and *UNDER FIRE* and *DARKHORN* (both for the Apple).

All of the staff here are looking forward to ORIGINS '85 as a chance to meet and greet the gamers. We'll be looking for you there. ☆

LEBANON
New Scenarios for ARAB-ISRAELI WARS
By Michael Anchors

It was a remarkable feat of prophecy that, when *ARAB-ISRAELI WARS* was published in 1977 by The Avalon Hill Game Company, it contained a scenario depicting "an Israeli armored advance into Lebanon at sometime in the future". The designers of Scenario S-12 may well have taken a cue from Operation Litani, in which Israeli armor temporarily occupied southern Lebanon during the 1976 Civil War. Following the Israeli withdrawal on that occasion, Lebanon was divided into small areas "governed" by local militias, the Syrian Army or, near the Israeli border, a detachment of UN troops. This situation was obviously unsatisfactory to Israel, and to many Arab Lebanese as well, who resented the growing power of the Palestinian immigrants. The Maronite Christian minority was especially prone to violent resistance.

Scenario S-12 postulated a major Israeli offensive to "pacify" the area, but what serious student of the Middle East then would have credited the Israeli leadership with the quixotic notion that armed intervention could settle matters in Lebanon? The Lebanese have been squabbling among themselves for centuries. Those guys in Baltimore, what *chutzpah* they had! I figured they were just looking for an excuse to trot out the new P.L.O. regular army, the PLA. [*And no, that wasn't a misprint on the scenario card.*]

Actually, Marjayou is one of the best, maybe even the best, scenario in the *AIW* set as a challenging tactical situation. It is a balanced scenario if both sides play their best strategy, and the outcome always turns on tactics. A mysterious Arab Lebanese army, sacrifices itself to hold up the Israelis a few turns on board C. The PLA stiffened with a few *PANZERBLITZ* relics (surplus T-34s from Hungary) waits for the Israelis on board D amidst minefields and entrenchments. A Syrian armored brigade hustles south to reinforce the PLA. If significant numbers of high-morale Syrian units can reach the Palestinian entrenchments ahead of the Israelis, the Israelis have a hard time penetrating the narrow front quickly and cheaply enough to win.

Consequently, the best Israeli strategy is to send their tanks past the Arab Lebanese and attack the PLA headlong. After breaking through, the tanks race north, firing at Syrian units if necessary, and exit the board. Meanwhile, Israeli infantry and those damnably vulnerable armored infantry units seized the four city hexes on board C, setting spotters in the woods at H8 and M9. The Arabs have to attack the cities or lose on points. Israeli artillery can hold up the Arab attack with harrassing fire and disrupt spotters in the open terrain around the cities. Direct fire by the armored infantry (12 factors each) and CAT attacks by the regular footmen make spotting even more risky. (Units using their weapons in LOS of non-adjacent friendly units are not spotted at *AIW* as they are in *PANZER LEADER*.)

While S-12 was being playtested in Baltimore, Christian Phalangist leaders and emissaries from the Begin government were playtesting their own version of the scenario in secret conversations held on Israeli gunboats and secluded sites in Beirut suburbs. An unwritten alliance developed between Prime Minister Begin and Bashir Gemayel, ascendant leader of the Phalange at the time, aimed at ridding Lebanon of the P.L.O. and Syrians. Wishful thinking led to vague military agreements and two "plans" were drawn up. Operation "Little Pines" called for a limited advance of 40 km into Lebanon to push the Palestinian artillery out of range of Israel's northern settlements. Operation "Big Pines" was a larger scheme wherein the I.D.F. would blitz all the way to Beirut, install Gemayel as president, wipe out the P.L.O. and evict the Syrians. Considering Phalangist pussilanimity, Syrian strength and Lebanese demography (70% Moslem), the Israeli intelligence service concluded that "Big Pines" wouldn't work. No one listened to them.

On June 3, 1982, an Arab gunman critically wounded the Israeli ambassador in London. Regarding the assault as a violation of the reigning creasefire, the Israelis bombed P.L.O. headquarters in Beirut in retaliation. When the Palestinians responded by shelling Nahariya, the cabinet activated "Little Pines".

From the start, it was clear that Defense Minister Ariel Sharon intended to execute "Big Pines" instead. Immediately, Yaron's commandos embarked for a landing north of Sidon, well beyond the 40 km limit. Seven Israeli divisions massed on the northern border, four of them aimed at the Syrians in the Bekaa Valley. "Little Pines" would not have entailed fighting the Syria. To what extent the cabinet was a partner in Sharon's decision to execute the larger plan is a subject of painful controversy in the light of the great number of Israeli, American and Palestinian civilian casualties that followed. Those interested in the who, what and when of the operation are advised to read *Israel's Lebanon War* by Z. Schiff and E. Yaari (Simon and Schuster, NY, 1984). More relevant information will surface in the future, I am sure.

The military campaign that lasted from 6 June to 11 June 1982, was another Israeli success, albeit less dazzling than those of 1967 and 1973. Mordechai's division rolled up the coastal road, easily eliminating the PLA Kastel Brigade, but meeting fanatically brave resistance from armed fighters in the large Palestinian refugee camps flanking Tyre and Sidon (Scenario L-1 below). The division linked up with Yaron above Sidon two days behind schedule. Kahalani's division broke up the Yarmuk Brigade on the central plateau (Scenario L-2) and turned northwest. Most of the PLA's top field commanders bolted when the Israelis crossed the border. Communications were wrecked by Israeli air strikes, and the component militias of the P.L.O. cooperated poorly together. The war against the P.L.O. was over before it began, a retribution long in coming.

The Israelis hoped to steal a march on the Syrians by pushing Einan's division up the central axis through the sparsely populated Shouf Mountains to the Beirut-Damascus Highway, but the Syrians got into the fray sooner than expected when Einan's division pushed by Syrian units in Jezzin (Scenario L-3). In order to provide air cover for their forces, the Israelis were forced to find an answer for the SAM-7 missile batteries in the Bekaa Valley. In a brilliant stroke that has baffled technical analysis, the Israeli Air Force destroyed the SAMs without a loss and obliterated the Syrian Air Force. Peled's division on the left and Ben-Gal's on the right then pushed up the southern Bekaa Valley destroying the Syrian 1st Division in heavy fighting. When the Syrians committed their crack 3rd Division from the north, the Israeli advance ground to a halt short of the Beirut-Damascus Highway (Scenario L-4).

Meanwhile, the Israelis rolled into Christian East Beirut and submitted Moslem West Beirut to murderous artillery fire. The P.L.O. evacuated with a multi-national force to oversee their departure. Bashir Gemayel was elected president. For the moment, the goals of "Big Pines" seemed in reach; but the Phalangist and Lebanese armies proved unable to extend the authority of the Central Government beyond the grounds of the presidential palace. Fierce Druze militia drove the Phalangists out of the Shouf and burned their settlements behind them (Scenario L-5). An assassin's bomb found Bashir Gemayel, and vengeful Phalangists ran riot in the defenseless Palestinian camps. The debacle was upon the battered land.

As of this date, none of the goals of "Big Pines" have been met. The same Lebanese factions are bickering for control of the central government. President Amin Gemayel, Bashir's brother, is relatively pro-Syrian. Palestinians are still in the camps, and now remnants of the P.L.O. have returned to Lebanon in the Syrian-held zones. Israel occupies the area previously held by UNIFIL troops and Haddad's militia. Israel has rejected another multi-national force in the buffer zone and wanted the Lebanese government to guarantee that the P.L.O. would not return to the border zone. However, the most recent news is that the Israeli government has unilaterally decided to withdraw its troops without that guarantee. What happens next will be in your newspapers tomorrow.

The five scenarios which follow highlight the course of the military campaign. The Lebanon War occured ten years after the last historical scenario in *AIW*. Technology has not stood still, and the Unit Function Table requires some modification.

The Syrian Army possesses new T-72 Soviet tanks. This tank has 20% more armor than the T-62 and mounts a bigger gun. Nevertheless, the T-72 counters (found on the insert of this issue) are little stronger than the old T-62, proving once again that the human element in war is more important than equipment. Syrian tank crews stubbornly rely on Soviet tactical doctrines in spite of humiliating defeats. The Designer's Notes to the original game explain very clearly why those doctrines are inferior to those used by the Israelis.

In contrast, Syrian helicopters using modern nap-of-the-earth techniques were very effective against Israeli armored columns on narrow mountain roads. The French-made Gazelle helicopters would pop up suddenly from a roadside gully, let fly with HOT missiles at 2-3 km range and duck back to re-emerge in another quarter. Fast armored colums lacking cumbersome AA missile units couldn't deal with such attacks. Israeli jets, called in, often arrived too late. This is the probable role of helicopter gunships in future wars; the massed, high-flying formations of the Vietnam era are now passe. In scenarios after 1980, allow Arab helicopters to use the Nap-of-the-Earth Optional Rule.

Seeking to reduce their trade deficit and assume a more independent role, the Israelis have developed many new weapons of their own. The Merkavah (Chariot) tank, for example, was designed to meet specific Israeli needs. It is cheaper and breaks down less often than American and British versions. It carries more fuel and ammo. It has 50% more armor up front and 50% less in the rear. Moreover, the engine is unconventionally mounted in the front to furnish maximum protection for the crew, faced with the usual frontal Arab assault. The armor is extremely well sloped, and the whole tank sits low to take advantage of desert terrain. Thus, the Merkavah counter in the game has two defense factors. The smaller factor is used in IF and mine attacks, and in all DF, overrun and CAT attacks in which the LOF from two of the attacking units

pass through non-contiguous hexsides of the defender's hex. In other cases, the larger factor is used. Israel no longer uses AMX-17 and Sherman tanks, and old Centurions are scarce.

Nearly all Israeli tanks carry laser sights, which simply allow the crews to do more efficiently what they could do before (i.e., aim rapidly and accurately through the guntube along the flat trajectory out to 1800 yards). In the game, give all Israeli *tanks*, except T-67, a −1 DRM on Direct Fire attacks out to six hexes. Arab tanks still lack laser sights. Maybe the Soviets will provide them in the future, given the demonstrated poor performance of allied Arab tanks without them.

SITUATION L-1
EL BAS

AVAILABLE FORCES:

ISRAELI (MORALE A)

Air Strikes:
Up to 5 (12 '(H)' attack strength points each).

SET-UP:

PALESTINIAN: Set up first anywhere within two hexes of El Bas (hexes M7, M8 and N8).

ISRAELI: Enter south edge on road, unstacked and proceed north along road at a rate of six hexes per turn until fired upon or adjacent to Palestinian unit.

The Israelis had a partial answer to the Sagger missiles and RPG that caused them so much grief in 1973. They hung sheets of explosive ''armor'' on their tanks and APC. When a hollow-charge weapon impacts on one of these the sheet explodes, deflecting the jet of hot gas that would otherwise penetrate the main armor. There is thus a +1 DRM to all ''G'' attacks against Israeli *armored vehicles* in scenarios after 1980. Egyptian CAT attacks against Israeli armored vehicles in (let's hope) hypothetical scenarios after 1980 are doubled, not tripled.

The Israelis manufacture their own fighter-bomber, the *Kfir* (Lightning), but continue to rely **June 6, 1982:** Geiger's paratroop battalion takes a wrong turn and runs into a Palestinian refugee camp. Israeli command was reluctant to use air strikes in populated areas and Geiger was forced to extricate himself from the mess.

PALESTINIAN (MORALE B)

SPECIAL RULES:

1. Palestinian units are normal value, not doubled, in CAT attacks due to a scant supply of RPG in the camps.

2. Airstrikes cannot be called until an Israeli unit is *eliminated*.

GAME LENGTH: 9 turns—ISRAELI moves first.

on F-15 and F-16 jets for interception. The Kfir is a delta-wing aircraft with a distinctive notched wing-edge and splendid low-altitude handling characteristics. Simply substitute the new Kfir counters for the old Skyhawks and Mysteres. The Israelis are still limited to four aircraft per ''wave''.

I would hope that died-in-the-wool *AIW* players will forgive, or even applaud these innovations. Try them with the new scenarios below. But, if these five situations prove anything, I think that it is that the quality of the troops and the tactical ability of their commanders is still the decisive factor in the Middle East.

MAPBOARD:

VICTORY POINTS:

PALESTINIAN: 2 points for each Israeli unit destroyed; 1 point for each Israeli airstrike used in the course of play.

ISRAELI: 1 point for each Israeli unit exited off the north edge of the mapboard.

SITUATION L-2
NABATIYE

AVAILABLE FORCES:

ISRAELI (MORALE A)

Off-board Artillery:
2-155mm batteries (each 15 '(H)' attack strength points).

SET-UP:

PLA: Set up first anywhere north of hex row H, inclusive

ISRAELI: Enter south edge of mapboard on Turn 1.

June 7, 1982: Isolated and abandoned by its leaders, the Yarmak Brigade of the PLA tries to defend Nabatiye from the onrushing Israeli spearheads. This is the real ''Marjayou''.
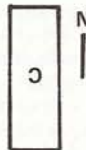
PALESTINIAN (MORALE D)

SPECIAL RULES:
None.

GAME LENGTH: 8 turns—ISRAELI moves first.

MAPBOARD:

VICTORY POINTS:

PLA: 3 points for each town hex *not* containing an Israeli unit; 3 points for each Israeli unit destroyed; 2 points for each Israeli tank still on board at conclusion of play.

ISRAELI: 3 points for each town hex occupied by an Israeli unit; 1 point for each Israeli tank exited off the north edge of the mapboard.

SITUATION L-3
JEZZIN

AVAILABLE FORCES:

ISRAELI (MORALE A)

June 8, 1982: After an Israeli blocking force joins combat with the Syrians, and Israeli armored brigade moves in to capture Jezzin and secure the Israeli flank. The Syrians, unknown to the Israelis, had reinforced the town's defenders during the night.
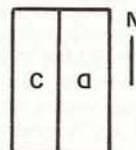
PALESTINIAN (MORALE C)

Off-board Artillery:
2-122mm batteries (12 '(H)' attack strength points each).

MAPBOARD:
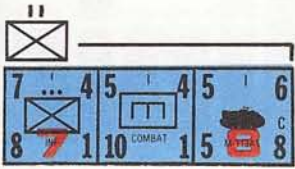
Off-board Artillery:

3-155mm batteries (15 '(H)' attack strength points each).

SET-UP:

SYRIAN: Set up first anywhere within two hexes of Jezzin (hexes M7, M8 and N8 on Board C) and/or anywhere on Board D.

ISRAELI: Enter east edge of Board C on Turn 1.

SPECIAL RULES:

None.

GAME LENGTH: 10 turns—ISRAELI moves first.

VICTORY POINTS:

SYRIAN: 3 points for each hex of Jezzin occupied by a Syrian unit; 1 point for each Israeli unit destroyed.

ISRAELI: 3 points for each hex of Jezzin occupied by an Israeli unit; 1 point for each T-62 unit destroyed.

SITUATION L-4
SULTAN YAKOUB

June 11, 1982: Elements of the Syrian 3rd Division join battered remnants of the 1st Division fighting to halt the Israeli advance south of the Beirut-Damascus Highway.

MAPBOARD:

AVAILABLE FORCES:

ISRAELI (MORALE A)

Off-board Artillery:

2-155mm batteries (each 15 '(H)' attack strength points).

Air Strikes:

10 air strikes (21 'A' attack strength points each).

SET-UP:

SYRIAN: Group A sets up first on Board C north of hex row L, inclusive. Group B enters on the north edge of Board D on Turn 1.

ISRAELI: Enter on south edge of Board C on Turn 1.

PALESTINIAN (MORALE C)
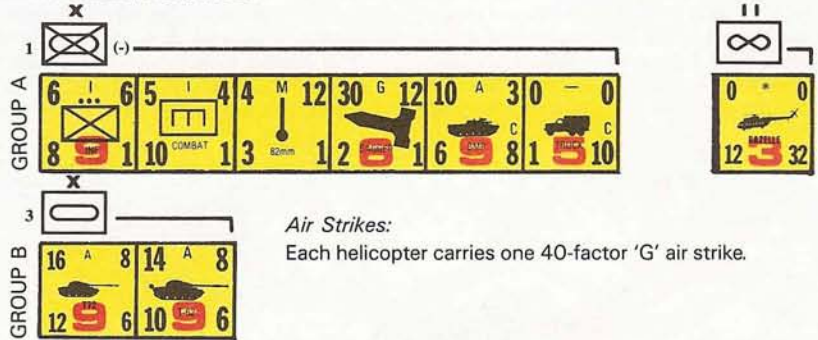
Air Strikes:

Each helicopter carries one 40-factor 'G' air strike.

SPECIAL RULES:

None.

GAME LENGTH: 10 turns—ISRAELI moves first.

VICTORY POINTS:

ISRAELI: 5 points for each Israeli unit north of the Beirut-Damascus Highway (i.e., north of hex row Q on Board D); 1 point for each T-72 unit destroyed.

ISRAELI: 2 points for each Israeli unit destroyed.

SITUATION L-5
THE SHOUF

August 1982: The Lebanese Army wrestles with the Druze militia for control of the vital Shouf mountains east of Beirut.

MAPBOARD:

AVAILABLE FORCES:

LEBANESE ARMY (MORALE D)

VERSION ONE: EARLY AUGUST

SET-UP:

DRUZE MILITIA: Group A set up first, east of hex row M inclusive.

LEBANESE: Enter west edge of mapboard on Turn 1.

GAME LENGTH: 8 turns—LEBANESE moves first.

VICTORY POINTS:

DRUZE MILITIA: 1 point for each Labanese unit destroyed.
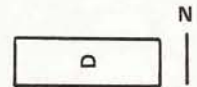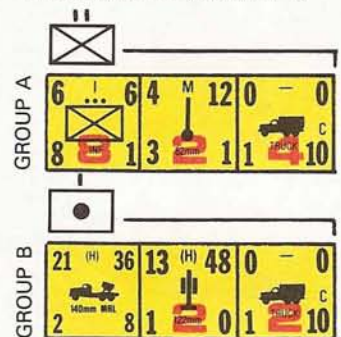
LEBANESE: 1 point for each truck unit exited off east edge of mapboard.

VERSION TWO: LATE AUGUST

SET-UP:

DRUZE MILITIA: Set up Group A and Group B first, anywhere east of hex row S exclusive.

LEBANESE: Set up second anywhere west of hex row S exclusive.

SPECIAL RULES:

1. Druze indirect fire *always* drifts.

DRUZE MILITIA (MORALE B)

GAME LENGTH: 8 turns—DRUZE MILITIA moves first.

VICTORY POINTS:

DRUZE MILITIA: 10 points for occupying the village (hex F3).

LEBANESE: 1 point for each non-truck Druze unit destroyed.

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Squad Leader Clinic

FALLBACK DEFENSE

By Jon Mishcon

This clinic is a departure from my usual. Instead of reviewing rules, I will go over one tactical ploy that should be commonly used. The art of retreating before a superior opponent, better known as the mobile or *fallback* defense.

Why review tactics rather than rules? The culmination of *SQUAD LEADER* study (yes, I mean *study*) is to best be able to apply the rules in such a fashion as to enjoy optimum use of your pieces. This doesn't mean you'll always win (let me tell you about the time I threw two twelves in a row), just that you'll have maximum chances. The study of optimum use of forces on the *SL* scale is the study of tactics.

What is the mobile defense? It is the defender's influencing, by fire, the attacker's lanes of advance from a series of defensive positions. As the locally superior attacker gains the ability to dominate a position, the defender retreats to the next covered rearward position that has good fire lanes. "Covered", in this case, means that the attacker doesn't already have the ability to lay significant fire on the position. The rearward move forces the attacker to advance through fire as he attempts to again displace the defender. The process is repeated until the attacker is rendered ineffective due to the losses sustained in repeated advances under fire.

When should the mobile defense be used? It is best used by a numerically inferior defender who has reasonable: a) leadership, b) mobility, and c) time and space. Reasonable leadership is required to speed movement and to quickly rally broken troops. Generally, broken troops that cannot be rallied in one turn must be abandoned. Mobility is needed both to be able to move safely back from a defensive line as well as being able to displace as quickly as the attacker. Should the attacker move faster than the defender, the retreating defender suddenly finds his own movement influenced by enemy lanes of fire. Naturally, the defender must have the

Figure 1: Position at the conclusion of the first turn. Note that in all illustrations, movement during Movement Phase is shown in red and subsequent movement during Advance Phase in blue. In this first turn, the US squads in 3Y9 destroy their MMG. German defensive fire results in three KIAs and two broken squads.
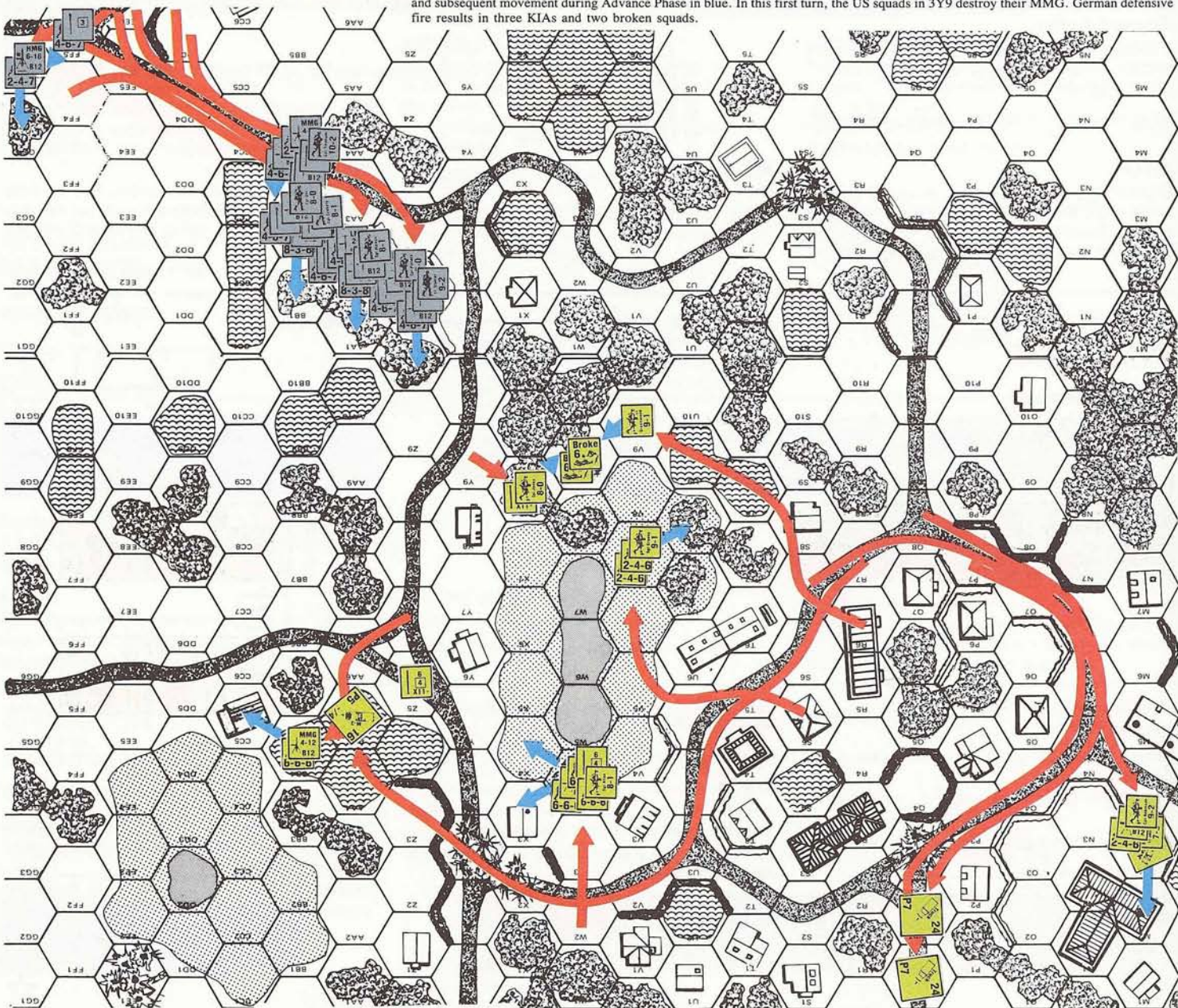
Figure 2: The German noose tightens, but they lose a leader and have two squads broken by US defensive fire. In turn, their own fire is ineffectual.

space to be able to give up ground and the attacker must be under some time pressure so that he cannot just use the Advance Phase every turn to reach his goal.

How is a mobile defense conducted? The defender picks a series of forward sites. Each site should have lateral fire lanes that protect other defended sites. Further, each site should not be open to fire from its immediate front. Lastly, each site should have a protected route out to another site, similar to the first, but closer to one's own rear areas. If done properly the attacker won't be able to prep fire on the defender he wishes to advance on, and when he does advance on one site he takes fire from other sites. When the attacker gains the *ability* (not ''if'' he does) to dominate the defender site, the defender retreats and starts the process all over.

The description is so cumbersome that it makes the concept difficult to grasp. To assist players, a demonstration game has been included instead of a new scenario. So that all can share the information I have chosen to illustrate the mobile defense as we used it in Scenario 7 (Buchholz Station) using the original *SQUAD LEADER* rules. But the principles apply to the entire *SQUAD LEADER* system.

The initial positions are as per the scenario sheet for Scenario 7. The German player has decided to thrust sharply down the west edge of the board, keeping his forces concentrated and minimize his own losses. Overall, he is trying to force the GIs to fight by threatening to exit seven squads. The American player (the ''good guy'' for our purposes here) opts for a mobile defense.

Illustration 1 shows a moderately cautious but strong flanking move by the German forces. Not putting anyone onto the 4Y1-4Z3 road costs the German the ability to easily cross into the area of Hill 522 but permits concentrated firepower in the protecting woods. The HMG has a limited but threatening firelane. Hoping the GIs will firefight, the German believes his leadership, woods position, and superior numbers should quickly eliminate any defenders who hold their position.

The American response shows the core of the fallback strategy of the defender developing during his first turn. Although the Americans had protected rout and a leader for each of the squads moving in the open, KIAs rendered these precautions ineffective. The German player sees fully a third of US squads removed with an additional two broken. Not bad.

The American can draw some consolation however. Placing two leaders with the crew in building 3M2 will allow full use of the 50-cal should the crew break under fire. The GIs have set up firelanes which will sharply channel the German advance (specifically, covering the CC row, the road from 3Z8 to 4Y1, and hex 3AA8.) Though the Germans have taken the upper hand, this American move does pose some problems for them.

The German in his second turn (Illustration 2) has managed to eliminate the US western flank and has a large firegroup threatening 3X3. Other than the loss of the 8-0 (trying to reach the HMG group), the advance continues. The American player cannot afford to duel so he must give up more ground.

Now look at the second American turn in the same illustration. The temptation of the bazooka in 3X5 was not worth exposure to MMG fire from 3AA10. The broken GIs on the west flank are being approached by a leader but their succor is unlikely. On a more positive note, the American has drawn a
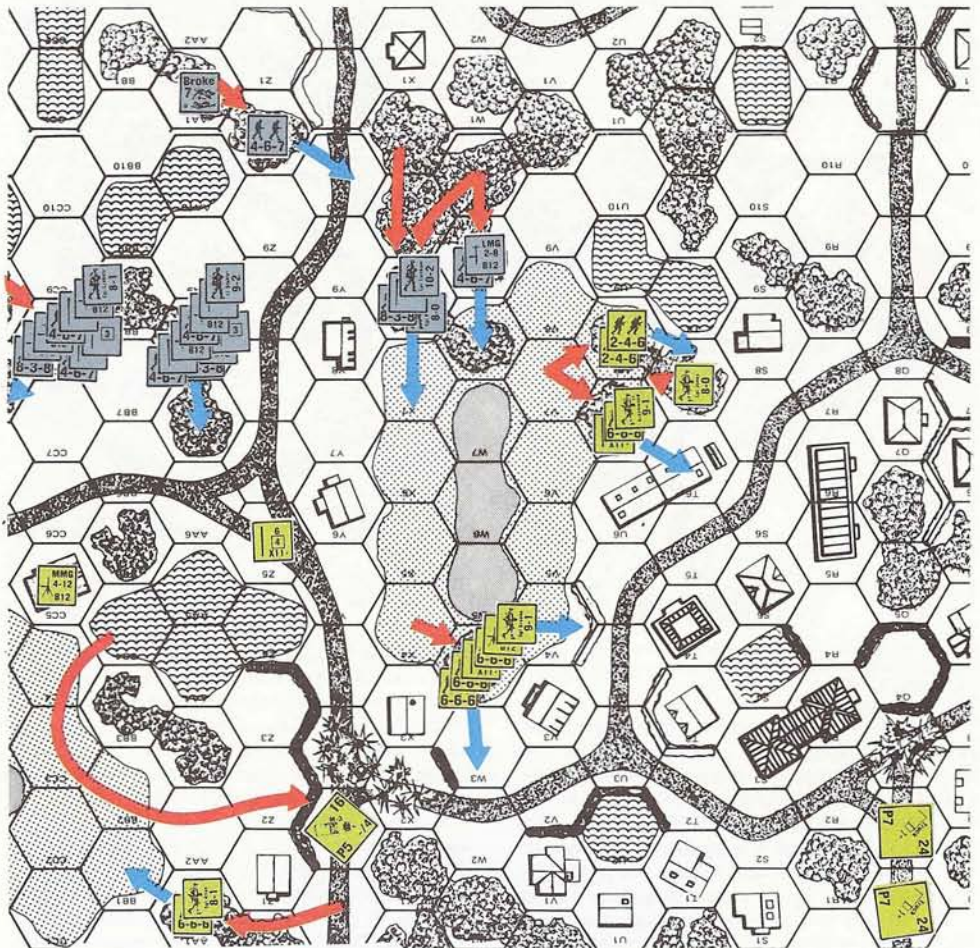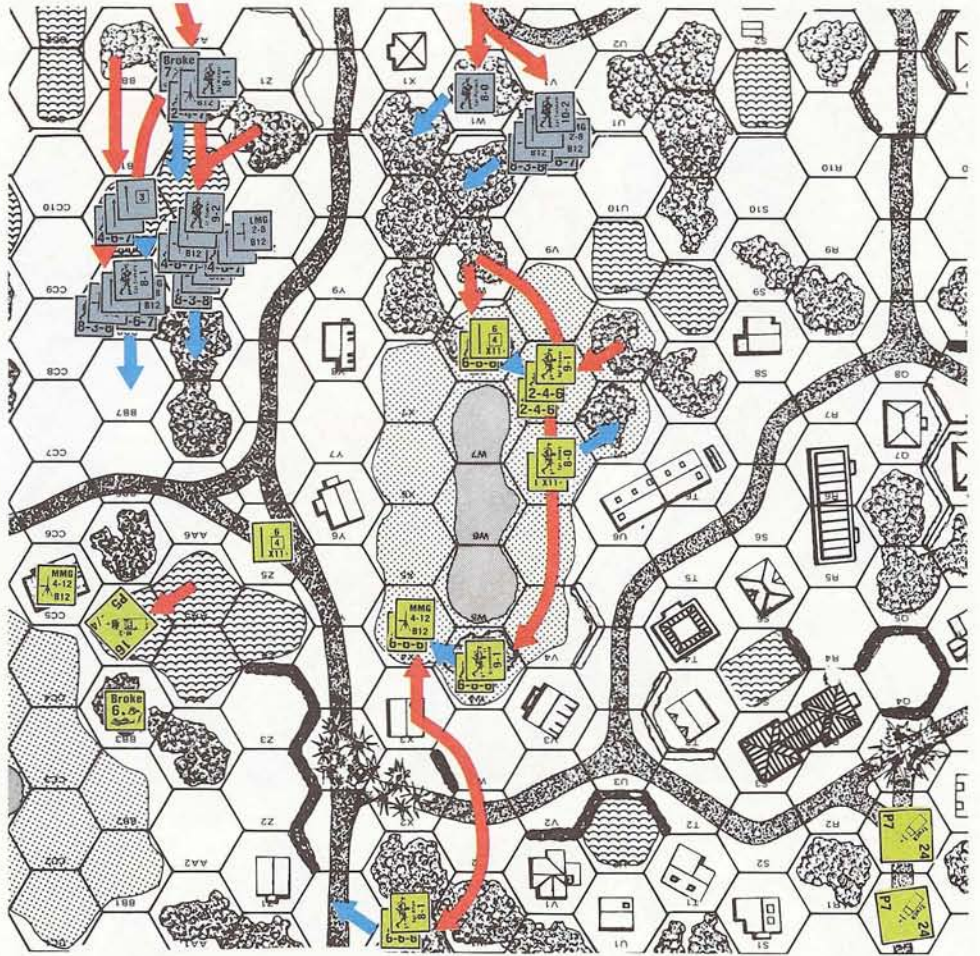
Figure 3: Position at the conclusion of Turn 3. The American player loses another squad to defensive fire. Meanwhile, their own squads have rallied.
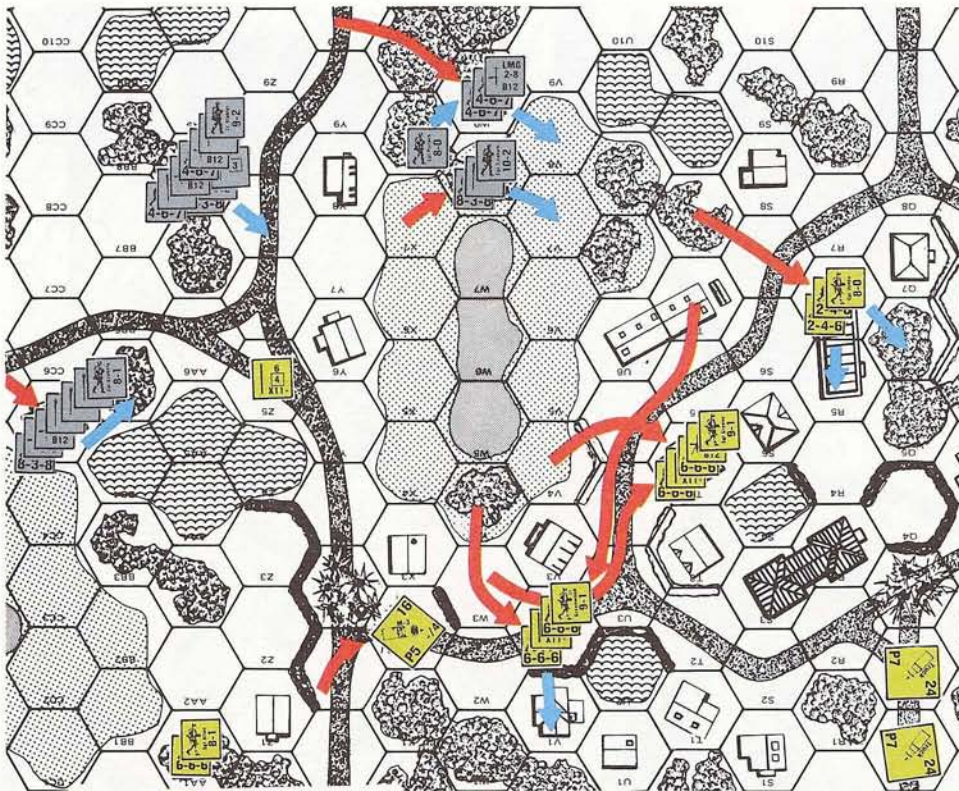
to risk running in the open to find out?) and 3Z6, 3Z7 and 3DD6 from the HT. Obviously, the .50cal covers the far flank (e.g., 3EE5, 3FF5, and 3GG6). The German must advance to threaten and the further he goes the less cover he has.

Illustration 4 shows the activities on Turn 4. Even though the German avoided any chance of taking fire in the open, his exposure to multiple defensive fires proved a real setback. Still the Wehrmacht has power. If only the GIs will stand and fight, German leadership and firepower can crush the pitiful American resistance. Two firegroups are targeted on the halftrack and two on the squad in 3V4. The Americans don't plan to stay around to challenge.

Meanwhile, the Americans are depending on the 50-cal threat to prevent any troops moving in the open around Hill 498. The troops in 3V1 and the HT place firelanes through 3AA5, 3AA6, 3BB6, and 3Z5. The west side of Hill 522 is influenced from 3BB1 and 3V1. The approach through 3U7, 3T6, and 3U6 are covered from 3T4, 3V1 and by the 50-cal. The German force still must press on to get to the GIs.

The German player is *trying* to be cautious. It's just very difficult. Assuming that running through the open against leadership modified fire is just too risky, that means he must leave troops in the open in the Advance Phase. The 10-2 leader group hoped to fire from the wooden building and then enter the road in the Advance Phase. Almost made it. Now the German player hopes that the American player will use the 50-cal to keep the 10-2 leader stack DM while the German flank troops drive off the HT and the troops in 3BB1. The American player has no good retreat position for the units in 3BB1. This fact combined with his chance to get minus modified fire at the German troops in the open gives the GIs their first decent Prep Fire chance. All this is shown in Illustration 5.

The German player's position is not hopeless. Not now. However, the German player sees that to threaten the American player he will have to cross open ground exposed to minus modified fire. This is possible, but success is so unlikely that the German throws in the towel. Had the Germans successfully held their position during Prep Fire, the surviving GIs would simply have pulled back to 3W1, 3T3 and 3R6 while moving the HT to 3V2. Thus forcing the Germans to repeat the process. The German player resigns.

How could the German have changed the outcome? For Scenario 7, barring unusual dice luck, he almost cannot. If the American plays the fallback defense, the scenario is heavily pro-American. In other situations, the attacker must look to obviate the conditions which permit a fallback defense. This means looking to gain high ground or penetrating deeply to rear positions to inhibit defender's covered fallback, or gaining positions which permit Prep Fire on the defender's positions, or placing the attacking pieces so that the defender loses the time or ground needed to permit repeated retreats.

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"V" of firelanes in front of the German spearhead. Note that the German has no Prep Fire shots, yet they cannot advance directly forward without exposing themselves to American defensive fire. The GIs have covered hexes 3CC7, 3BB6, 3AA6, 3Z6, 3Z7, and 3Z8 without making themselves vulnerable. The net of the fallback defense begins to form. The Germans are forced to try and outflank the GIs.

The British call the process "winkling out". Illustration 3 depicts it rather well. The German has

placed three firegroups in position to fire at the US troops at 3X4 and two firegroups aimed at 3V7. Any attempt by the GIs to shoot up one group, even if successful, will bring swift retribution from the others. Further, it is most difficult for any US leader to reach the broken squad at 3BB3. The US player has no alternative but to fall back.

With four of nine US squads removed, the German has some cause for confidence. Translating his numerical and combat averages into victory still proves elusive though. The American is again able to place threatening firelanes, influencing hexes 3AA6 and 3CC7 from 3W3 (is it open?—willing
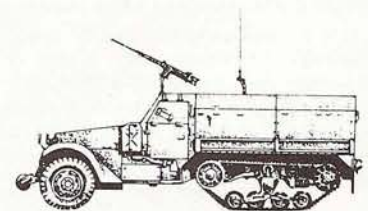
Dear Mr. Martin:

I've been getting a feeling lately that the appearance of The *GENERAL* is changing. No, not just the size or texture of paper or the four-color format or the "shotgun" versus "theme" article mix. But the actual look.

So I reached into the cardboard box in which I keep my *GENERAL* collection and pulled out a random handful. Then I opened a small note-book and began counting the illustrations. By "illustrations", I mean maps primarily and pictures secondarily. Article headings were counted only if they covered at least half a page. Contests, charts and advertisements were discounted.

Of course, the count is very subjective. By that I mean I just flipped through, eye-balling the pages, and jotting down hash marks. And here's the results. The number in brackets are the number of illustrations—

Vol. 12, No. 4—31 pages [32]
Vol. 12, No. 5—35 pages [46]
Vol. 14, No. 1—35 pages [26]
Vol. 15, No. 1—35 pages [25]
Vol. 15, No. 5—35 pages [31]
Vol. 16, No. 2—35 pages [18]
Vol. 16, No. 3—35 pages [21]
Vol. 17, No. 6—47 pages [42]
Vol. 21, No. 1—47 pages [16]
Vol. 21, No. 2—47 pages [13]
Vol. 21, No. 3—47 pages [35]

Now this is not meant to be a criticism. I was just curious and I do look forward to The *GENERAL*'s arrival in the mail box. But it would seem to me that the number of illustrations in The *GENERAL* are dropping. Particularly when one takes into account the increase from 31 to 47 in the number of pages of text in The *GENERAL* (discounting the cover). The maps are very important in conveying the feeling of an article. If the reader is not familiar with the game, maps can make the piece come alive. Also, some descriptions are far easier to understand if it can be seen.

Steve Llewellyn
Fredericton, New Brunswick

Mr. Llewellyn's letter caused me to pull a few issues and count the illustrations myself, using his criteria. Here's my list:

Vol. 18, No. 1—47 pages [38]
Vol. 18, No. 2—47 pages [18]
Vol. 19, No. 1—47 pages [17]
Vol. 19, No. 3—47 pages [30]
Vol. 20, No. 1—47 pages [14]
Vol. 20, No. 5—47 pages [24]
Vol. 21, No. 4—47 pages [24]

In every case in which a large number of illustrations appear, a Series Replay is a major feature of the issue. Simply look to the recently printed BULGE '81 and PG GUDERIAN issues. Several considerations affect any decisions to illustrate a piece with re-creations of mapboards. First, and foremost, is whether the map is truly crucial to understanding the piece. Next comes the hard fact that there are some maps it is simply impossible to re-create given the techniques used by the original artists. Then we must look to the space available (often marginally useful maps are cut from the final paste-up). Finally there are the layout considerations; do the proposed maps make the pages more appealing to the eye? All determine what the readers see. And, of course, the maps are but a portion, albeit important, of our illustrative efforts.

In my mind, there is a great deal of confusion over what defines an "illustration". What of non-text charts (as on page 11 of Vol. 20, No. 2 or page 36 of Vol. 20, No. 4), photos (as in "West Point's Finest"), scenario art (the numerous SL pieces), or cards and counter illustrations (as in the recent UP FRONT issue)? Suffice to say, that all of these require work on the part of our staff artists. Even the charts demand color and special techniques. Every bit of non-text material has but one goal—to make the magazine informative as well as eye-pleasing. And that is the basis on which it is to be judged, I feel.

★★★★★

Dear Rex:

I have enclosed some information clarifying the article "Getting Ashore and Staying Ashore" and "Opposing View" by Steve Piotrowski and myself in Vol. 21, No. 3 of The *GENERAL*. These are all rather minor, but should be noted.

In the first illustration, some of the interdict hexes were given incorrect radii. They should be as follows:

US Interdict #1—one hex north of Fresville, consists of one FB unit, INT radius of one

US Interdict #2—one hex southwest of Quineville, consists of three FB units, INT radius of one

US Interdict #3—Lestre, consists of one FB unit, INT radius of one

US Interdict #4—one hex southwest of St. Cyr, consists of five FB units, INT radius of three

US Interdict #5—three hexes northwest of Valoges, consists of one FB unit, INT radius of one

US Interdict #6—two hexes southeast of Bricquebec, consists of five FB units, INT radius of three

US Interdict #7—three hexes north of La-Haye-du-Puits, consists of one FB, INT radius of one

US Interdict #8—one hex northwest of Baupte, consists of one FB, INT radius of one

Both British interdicts consist of three FB each, with an INT radius of two in both cases.

Although Table 5 showed bombardment allocation groups, no indication was given as to where these groups should be used. The British naval bombardment groups should be allocated as follows: automatics on QUEEN RED, MIKE RED, La Riviere, and JIG GREEN. There should be a 16-factor attack against 1/1260. Succesive targets for further bombardment include ITEM GREEN, and units adjacent to the 6th Airborne. Also, some naval gunfire may be needed to the 8/1716 near UTAH beach.

As for the American Naval Bombardment, EASY RED gets the automatic and DOG GREEN gets hit with 24 factors. Some gunfire can be allocated to other beaches on OMAHA or to secondary targets like 795 Ost, 1/1261 coastal gun or anything else on the coast in range.

Dan Thompson
Cambridge, Ontario

★★★★★

Dear Mr. Martin,

I read with much interest the short piece in the Infiltrator's Report in Vol. 21, No. 3 concerning the subscription drive put on at ORIGINS '84 and the prizes given away. Now, I understand AH's desire to attract gamers to their booth and take advantage of the opportunity that such a large concentration of gamers gives them; that's just good business. But what about the thousands of loyal subscribers to The *GENERAL* that have bought the magazine for years but could not make it to Dallas?

Why not initiate a subscription drive in The *GENERAL* offering the same excellent prizes as at ORIGINS? Those who renew by a certain date would become eligible for the prizes. I think the response would both keep Mrs. Zombro very busy and show a little appreciation for those who have been AH devotees in the past.

Bob Safin
Grayling, Michigan

Taking your suggestion to heart, and with the gratifying response to our unheralded subscription drive at ORIGINS last year, you'll find just what you asked for on the insert of this issue. But there's a catch—to qualify for the drawing for these princely prizes, you'll have to renew (or subscribe if you've shamefully borrowed this copy to read) for two years. As pointed out in the advertisement, use of the coupon and $18.00 brings automatic entry in the drawing to be held at ORIGINS '86.

★★★★★

Dear Mr. Martin,

I am disappointed by The *GENERAL*'s recent decision to publish political editorials. I am referring to the letter from Mr. Peddie in your issue Vol. 21, No. 4. While I can understand Mr. Peddie's frustration with the Soviet observation (or lack thereof) of the fortieth anniversary of D-Day, perhaps it would be useful to take a look at the issue from the Soviet perspective.

What was the American contribution to Russia in its struggle against Germany in World War Two? While Lend-Lease provided thousands of trucks and millions of pounds of grain, all too often what was provided in terms of the tools of war was being phased out of service in the West (such as Valentine and Grant tanks, or the P-39 Aircobra) because they were inferior to German equipment; we didn't want our boys dying in them. (Neither did the Russians; in the case of the tanks, for example, they were put to use mostly for training.) The American bombing campaign did not really get under way until the latter half of 1943, by which time the Soviet Union was already on the offensive—having destroyed von Paulus' Sixth Army at Stalingrad and repulsed the German effort at Kursk. Even as late as July 1943, at the time of the invasion of Sicily, over 70% of all German divisions were in Russia fighting the Soviet Union—including virtually all of the armored formations and the better infantry units. What remained in the West were almost without exception second-line formations consisting of the scrappings off the bottom of the military manpower barrel. Moreover, most of these formations would have remained in the West on occupation duties irregardless of whether or not Britain and the United States were in the war.

How often does the United States or the rest of the world remember the Soviet contribution to victory in World War Two? What observances were held here on the anniversaries of the battles of Moscow, Stalingrad or Kursk? How many people remember the three-year siege of Leningrad, in which half the civilian population died? The massacre of the Soviet paratroopers at Kanev? The Soviets lost over 250,000 dead in the final offensive to take Berlin *alone*—half the total dead by the United States. How often are anniversaries like these observed in the West?

This is not to denigrate the Western contribution to the war against Germany. The Western Allies fought bravely and died valiantly. There were the fiercest struggles at Cassino, Omaha Beach, Point-du-Hoc, and the Bulge. There were the yearbooks of the classes of '43 in which graduating seniors listed what service they wanted to join rather than what college they would go to. There was the constant flood of volunteers for the airborne units and the Ranger battalions, despite the well-known risk associated with the "elite" units (barely a dozen of the original members of the First Ranger Battalion survived the war unscathed). While the United States ws not called upon to make the sacrifices that Russia was, it and the other Western Allies certainly expended as much effort as Russia towards achieving victory.

I'll be happy to play Mr. Peddie in a game of *RUSSIAN CAMPAIGN* as the Soviets, foregoing Lend-Lease, and give the Germans the Afrika Korps and a few extra 3-4 infantry units. I may not win, but I shall do far better than will Mr. Peddie as the Allies in a game of *THIRD REICH* in which the Soviet Union remains neutral.

It is important to remember the perspective of each of the participants in the struggle against Germany and Japan. While we glare sullenly at the Soviet Union, as we mourn our dead at Arlington and Colleville-sur-Mer, the Soviets of the older generation look just as mournfully at their war memorials at Potsdam and Kiev and wonder why we seem all too willing to downplay their sacrifices in comparison with their own. On that note, may we leave further political debate about who won the war against Hitler and other rhetoric to the *Times* and *Foreign Affairs* and out of the pages of The *GENERAL*. If Mr. Peddie feels so strongly about his views, let him submit a variant; otherwise, let's keep the hobby non-partisan.

George F. Minde, III
Ann Arbor, Michigan

The author of the above diatribe is a student in Russian Studies and Political Science at the University of Michigan. Lest anyone doubt his patriotism, he is also an ROTC cadet due to be commissioned in May and has requested duty with the 11th Armored Cavalry Regiment in West Germany.

★★★★★

Dear Rex:

I would like to submit a few comments concerning the *BULGE '81* material presented in The *GENERAL* (Vol. 21, No. 3). The comments concern the sections "Match Play" and the "10 December German Attack" scenario.

Match Play, involving two games between opponents, is an excellent method for giving either player of the *BULGE* an equal chance of winning an AREA claim. In addition, the Match Play system provides for a unique tournament arrangement. For tournament play, each entrant must play one game as the Germans and one game as the Allies. The judges select a final four, using the Match Play victory determination system. The final four players would be those who were the most successful when playing the German side. The final four would play, first playing fourth-best and second playing third-best. In the final playoff round, each would again play the German side and the Allied side. Tournament champion and final standings would again be determined using the Match Play system. The advantages of Match Play for tournaments are obvious: the problem of playing with the "unfavored" side is eliminated; each entrant gets to play at least two games; only two rounds of two games would be required (i.e., four three-hour time slots), regardless of the number of entrants.

The explanations for certain facets of the 10 December scenario were not clear, and a few typos managed to slip past our bleary eyes:

1. All German reinforcements enter 12 turns earlier than indicated on the German OOB. Example, the 560th Volksgrenadier Regiment earmarked for 21 AM would enter on 15AM.

2. German conditional reinforcements are handled in the same manner. If St. Vith falls before 12AM, the Fuhrer Escort brigade may arrive on 12AM.

3. The German reinforcements entering on 14AM enter from the east edge of the board, rather than the west edge (arrow is pointing the wrong way).

4. The German 257/457th has a combat factor of three, rather than five.

5. Allied reinforcements enter 12 turns earlier than indicated on the Allied OOB, *except* for the 11th Armored Division and the 17th Airborne Division.

6. The time record chart should include footnotes 2* and 3* for the 10PM turn.

7. The time record chart should indicate footnotes 3* and 4* for the 11AM turn.

8. The time record chart should include two Allied air units for the 12AM turn and three Allied air units for the 12PM turn.

9. The following Allied units start in improved positions if desired: 99/395, 2/9, 2/23, 2/38, 28/112 and 109/2 + 1.

I hope that this may clarify any confusion with the scenario. Certainly, it is merely fine-tuning of a challenging variant to the game.

Bruno Sinigaglio
Lacy, Washington

★★★★★

Dear Mr. Martin:

I am writing in reference to the letter by Tony Arnett which appeared in your "Letters to the Editor" column (Vol. 21, No. 4). As you may know, *On All Fronts* is dedicated to the *SQUAD LEADER* series of games. Consequently, I am very interested in contacting Tony about possibly publishing his scenario in our newsletter. Indeed, you mentioned that a great deal of *SL* related material "pours through your offices". Is there any way that mention could be made of our interest in that material when it is returned to the author?

Whatever help you can render will be greatly appreciated by us, our readers and, I am sure, the authors as well.

Ed Walker
Marshall, Arkansas

I have added On All Fronts to the list of recommended markets found on my rejection form letter. For those SL enthusiasts searching for an outlet for their views, they may wish to contact Mr. Walker direct (P.O. Box 265, Marshall, AR). I have been informed by Mr. Walker that, although The GENERAL will henceforth concentrate on ASL formatted pieces, his publication will continue to cover the broad scope of the entire series.

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THE QUESTION BOX

PANZERKRIEG

Q. An attack is made on doubled defending units by attacking units, some of which are out of supply. An exchange is rolled. Does the attacker remove the defender's face value combat strength or the doubled value? Does the attacker count the face value of his out-of-supply units or are they calculated at half value?

A. The attacker need remove only the defender's face value combat strength, and calculates the full value of *all* his attacking units regardless of their state of supply.

Q. Combat strength can be modified by terrain, lack of supply, and in the case of satellite units, lack of command control. If more than one of these modifications applies simultaneously, in what order are they applied?

A. 1) Command Control; 2) Supply; 3) Disruption (from air attack); 4) Terrain.

Q. Are fractions dropped after each modification to combat strength or only after all modifications have been applied?

A. After each calculation.

Q. Are leader contributions to combat strengths in any manner affected by lack of supply? By terrain modifications? By lack of command control?

A. No, no, no.

Q. In rule 5.13, what exactly is a "friendly reinforcement entry hex"?

A. A friendly reinforcement entry hex is one where friendly forces have appeared, are due to appear later in the scenario, or started the game scenario from.

Q. In rule 9.3, Ground Support, it is stated that adverse combat results have no effect upon air units. Yet, in rule 3.0 comes the quote, ("air units ignore adverse combat results [unless a * appears, indicating that the air unit(s) is disrupted]"). Why the confusion?

A. The latter quotation is incorrect, since disruption affects the target, not the attacker. Ignore this passage.

BULGE '81

11.5.1 The rule states that supply status is checked when Allied FPF support is being placed. Does this mean that a "supply determination" which is done during the Allied Supply Phase must also be made during the Allied Support Phase?

A. No. Supply status is determined only during the Supply Phase. The term in Rule 11.5.1 simply means that the Allied player must check to see is an artillery unit has an isolation marker on top of it (Rule 13.1) before the corresponding FPF support marker is placed. For simplicity and clarity, delete the second sentence of Rule 11.5.1.

14.2.6 and 14.2.8 If an armor unit moves through a river headwaters hex, then along the river, and finally ends its turn on the river, does the owning player have to declare which side of the river the unit occupies?

A. Yes; players should always know which bank of a river an armored unit occupies. As a player aid, armor units should be faced so that the top edge of the counter points to the side of the river that the unit occupies. For example, a German panzer unit on the east bank of the Salm (hex FF14) would be read upside down by the German player sitting at the east edge of the mapboard.

TACTICS II

Q. Suppose a Blue armor unit is on square 41-21 (between the mountains and the sea) and the Red 2nd Mountain unit is on mountain square 39-19. It is Red's turn and he moves to that unit to square 40-21. Since the mountain unit is never forced to attack adjacent enemy units on non-mountain squares, the Red player declines to attack the powerful armor. When it is Blue's move, what happens since he can't attack nor move adjacent to a mountain unit in the mountains?

A. The Blue armor unit must be eliminated. It cannot retreat, remain adjacent, nor attack; so by default it is removed from play.

Q. May units retreat through a river?

A. Yes.

Q. Must paratroopers begin in a city to be dropped?

A. Yes, and it must be a friendly city.

Q. Can you bring as many units through a friendly port square as you wish without the necessity of them beginning on a port square?

A. No; furthermore, only amphibious units may be moved by sea.

Q. How many versions of the rules have been printed?

A. To date there have been three editions of rules for *TACTICS II*—the original 1961 rules, a revised 1973 set, and the latest version printed in 1975. All answers above come from the 1975 edition.

CONQUISTADOR $18.00
The Game of the Age of Exploration

The response to this rather unique simulation was both gratifying and thought-provoking. Unlike several recent rating attempts of "re-releases", our effort at analyzing *CONQUISTADOR* brought quite a few more numbers for the calculations than our self-imposed minimum of fifty. And those responding must have been impressed by our efforts, for the game garnered an Overall Rating of 3.12, enough to place it twentieth on the ongoing Wargame RBG list.

Our graphics wizards again show their skill when dealing with a re-issue of an out-of-print title originally offered by another company. *CONQUISTADOR*'s map is rated well below the average for the category, while its counters and player's aids are par for the course. Indeed, given all the press on the role of artwork in game design and sales in the hobby recently, one must wonder if the readership may not be coming to accept our high standards as mundane and not worthy of remarking. For my part, I hope that this is never the case.

The reader-generated Complexity Level is noticeably lower than that given on the box copy, an interesting judgment passed on our ability to gauge the abilities and acumen of the public. Too, the potential buyer should note the rating for Playability (and what else does one buy a *game* for, I'm sure to be asked); it is one of the least on our Wargame RBG. And the Completeness of Rules rating seems to confirm this, again being lower than the average (as printed in the AH Philosophy of Vol. 20, No. 6). *CONQUISTADOR* is perceived as a solid game, albeit a lengthy one to complete, for our readership. If you're interested in the period of early European expansion, this is the one for you. A welcome addition to our family of games, and to our ongoing RBG.

Overall Value: 3.12
Components: 3.64
Map: 3.28
Counters: 3.88
Player's Aids: 3.56
Complexity: 5.96
Completeness of Rules: 3.08
Playability: 2.52
Excitement Level: 3.48
Play Balance: 3.24
Authenticity: 3.52
Game Length
   Shortest: 4 hrs., 18 mins.
   Longest: 8 hrs., 11 mins.
Year: 1983
Sample Base: 73

AH RBG RATING CHARTS

The following games are ranked by their reader-generated overall Value rating. Further aspects of reader response to our titles are indicated by the ratings in other categories. By breaking down a game's ratings into these individual categories, the gamer is able to discern for himself where the title's strengths and weaknesses lie in the qualities he values highly. Readers are reminded that the Game Length categories are measured in multiples of ten minutes (thus, a rating of "18" equates to three hours).

WARGAME RBG

Title	Overall Value	Components	Complexity	Completeness of Rules	Playability	Authenticity	Game Length Shortest	Longest	Year	Sample Base
1. GI	2.02	1.93	10	3.01	3.38	1.88	12.84	35.33	1982	264
2. COI	2.06	1.95	9	3.29	3.13	1.99	11.61	29.27	1978	532
3. 3R	2.21	2.67	10	3.81	3.40	2.73	25.94	69.24	1981	273
4. COD	2.23	1.97	10	3.12	3.08	1.85	12.15	30.20	1980	224
5. TRC	2.29	2.53	4	2.52	2.12	3.11	17.44	37.74	1976	540
6. SL	2.31	2.09	8	3.48	2.87	2.45	10.17	27.90	1977	680
7. UF	2.42	2.26	4	2.57	1.31	2.84	4.84	13.05	1983	58
8. B-17	2.51	2.62	3	2.52	1.86	2.21	3.30	11.50	1983	87
9. WS&IM	2.53	3.04	6	2.93	2.67	2.39	7.01	34.90	1975	464
10. W&P	2.61	2.76	5	3.46	2.93	3.04	13.04	57.19	1980	374
11. BB'81	2.67	2.46	4	2.53	2.94	2.91	19.62	35.09	1981	277
12. TLD	2.68	1.95	8	3.72	3.54	2.04	24.44	170.68	1980	119
13. VITP	2.72	2.86	2	2.89	2.22	4.52	16.96	22.36	1977	420
14. CAE	2.85	3.01	4	2.32	2.89	2.52	25.14	32.57	1976	252
15. SON	2.92	3.03	10	3.72	4.09	1.92	29.50	81.78	1981	123
16. SOA	2.97	2.79	3	2.73	2.41	3.88	18.22	22.57	1981	232
17. FE	3.00	2.72	7	3.21	3.21	3.00	21.17	49.05	1980	345
18. FRED	3.00	3.41	4	2.93	2.58	2.75	12.25	24.67	1983	58
19. SUB	3.08	2.64	3	3.13	3.08	2.74	9.41	26.15	1978	281
20. CON	3.12	3.64	7	3.08	2.52	3.52	25.8	49.1	1983	73
21. MD	3.13	3.51	3	2.80	2.21	3.44	14.75	20.74	1964	395
22. AZ	3.17	2.72	7	3.18	3.86	2.68	18.63	63.40	1978	292
23. PL	3.19	2.94	7	3.31	3.13	3.50	9.49	25.80	1974	479
24. 1776	3.21	2.97	7	3.09	3.03	3.10	10.16	45.09	1974	373
25. FT	3.23	3.12	10	3.22	3.67	3.16	24.51	57.39	1981	196
26. PB	3.35	3.08	6	3.73	2.90	3.94	10.35	23.07	1970	448
27. BIS	3.45	2.96	6	3.43	3.25	3.06	12.41	26.35	1979	248
28. AAOC	3.52	2.95	3	3.02	3.26	3.07	15.52	26.53	1978	239
29. FITW	3.53	3.14	4	3.17	2.94	3.72	16.14	30.01	1981	100
30. CL	3.54	3.35	5	3.15	3.33	3.79	12.53	25.53	1975	136
31. DL	3.61	4.02	7	3.85	3.22	3.29	6.66	19.94	1981	120
32. GOA	3.66	3.37	5	3.67	3.79	2.98	18.68	60.06	1981	297
33. WAS	3.71	3.67	1	2.48	2.37	5.98	9.09	12.71	1976	396
34. GE	3.72	3.12	6	4.64	4.41	2.84	13.25	57.13	1977	248
35. AF	3.74	4.16	7	3.98	3.34	3.35	5.61	16.02	1980	192
36. AIW	3.74	3.05	8	2.92	3.52	3.06	8.69	25.36	1977	308
37. LRT	3.75	3.60	4	3.53	3.39	2.96	13.04	17.00	1982	56
38. TR	3.80	3.76	3	3.33	3.60	3.70	9.51	25.79	1980	72
39. WAT	3.83	4.17	2	2.95	2.64	5.00	17.08	23.13	1962	296
40. NP	3.87	3.29	3	3.27	2.56	4.89	9.69	14.40	1978	159
41. AK	3.92	4.38	2	3.30	2.48	5.09	14.49	19.13	1964	492
42. AL	4.03	4.05	5	3.69	3.18	3.57	12.34	17.93	1974	217
43. TB	4.06	3.53	7	3.48	4.47	2.50	11.28	32.50	1975	304
44. RW	4.14	3.14	5	3.32	2.91	3.98	4.22	21.15	1973	311
45. JU	4.17	3.20	6	3.61	3.83	3.22	16.01	36.66	1974	193
46. PAA	4.17	4.24	5	3.79	3.99	3.70	15.51	25.24	1981	144
47. DD	4.22	4.07	2	3.04	2.88	4.64	17.54	26.25	1977	367
48. CH	4.39	3.80	4	3.35	3.52	4.67	14.76	26.84	1961	140
49. STAL	4.39	4.29	2	2.88	2.75	5.83	20.57	28.85	1963	320
50. LW	4.45	3.75	5	3.77	3.79	4.79	13.36	34.14	1971	372
51. FR	4.79	3.49	4	3.47	3.75	4.06	16.27	25.73	1972	244
52. BL	4.73	4.16	7	3.65	3.77	5.27	20.43	41.44	1965	336
53. TAC	5.62	5.25	1	2.79	3.23	6.34	11.70	19.29	1961	285

COMING UP NEXT TIME

The Eastern Front is obviously still popular among wargamers, and our readership, if the response to Vol. 21, No. 4 is any indication. Garnering a 3.26 overall, it contained articles on almost every Russian Front game in our catalogue. Not surprisingly, Mr. Robinette's article introducing the game and touching upon winning strategies brought the greatest praise, with the Series Replay a distant, but strong, second. Ratings for all the articles in the issue are as follows:

On All Fronts, the amateur 'zine devoted to *SQUAD LEADER*, will be conducting its first "nationwide" *G.I.* tournament soon. A rather complex rating system will link the various tournaments that will comprise the competition and the names of the top 50 players will be published—certainly a boon to those seeking superior opponents. The actual games will be held at convention sites across the USA—in the midwest and on the west coast as well as at the approaching ORIGINS '85. Those interested in obtaining more information should contact Mr. Ed Walker, P.O. Box 265, Marshall, AR 72650; phone, (501) 448-3066.

SO THAT'S WHAT YOU'VE BEEN PLAYING

Titles Listed: 124   Total Responses: 522

Rank: Title	Pub	Last Time	On List	Freq. Ratio
1. Russian Campaign	AH	12	25	3.8
2. PG Guderian	AH	16	2	3.5
3. Squad Leader	AH	5	25	3.2
4. Third Reich	AH	2	25	2.9
5. B-17	AH	1	8	2.7
6. War & Peace	AH	17	3	2.3
7. G.I.	AH	3	15	2.2
8. Hitler's War	AH	19	3	2.1
9. Ambush	VG	13	4	2.0
10. Up Front	AH	4	7	1.8
11. VITP	AH	10	2	1.8
12. Diplomacy	AH	8	2	1.7
13. Naval War	AH	7	3	1.5
14. WS&IM	AH	20	10	1.3
15. Fortress Europa	AH	—	1	1.2
16. Guns of August	AH	14	2	1.1
17. Bulge '81	AH	11	5	1.1
18. Bull Run	AH	—	1	1.0
19. Napoleon	AH	—	1	1.0
20. Panzer Leader	AH	—	1	1.0

For the first time since the inception of this list, one is forced to take note of the drop in the numbers playing *SL* and its gamettes (neither *COI* nor *COD* appear this issue, and *GI* has shown a marked decrease)—leading one to suspect that many are waiting with anticipation the release of the *ADVANCED SQUAD LEADER* Rulebook this summer. *RUSSIAN CAMPAIGN* and *PANZERGRUPPE GUDERIAN*, both with a wide-spread following, surge to the top of the listing on the strength of the recent issue featuring these classic games. And there are some surprises among the twenty most played titles in the past two months. *NAPOLEON* and *BULL RUN* make repeat performances; while *Civil War*, *MIDWY* and *CIVILIZATION* fall from grace in the process.

Infiltrator's Report

In Modena, a new publication devoted to the hobby has been launched. The organ of CLUB 3M ("Modellisti Militari Modenesi"), *WAR* is an eye-pleasing 32-page bi-monthly magazine given over to articles of strategy and variants for wargames currently popular in Italy. A recent issue (#2) carried listings for Italian submarines for our game *SUBMARINE* and a rather fascinating view of the strategy for *AFRIKA KORPS* in the form of a Series Replay. Membership in the CLUB 3M, which brings a subscription of *WAR*, is ten pounds yearly (no dollar rates are given); a subscription alone is six pounds. More information may be gained by contacting Guido Tremazzi, Via Lusvardi 25, 41100 Modena, Italy.

One hundred dollars to the top gamer, that's the offer as *The Grenadier* magazine announces its Master Gamer's Challenge to be held at ORIGINS in June. Each contestant will play three wargames, one of which is our own *HUNDRED DAYS BATTLES*. The top finishers in the first three rounds will advance to a final round, the winner of which will be the "Master Gamer of 1985". First prize is $100.00, plus various other donated gaming accessories and a distinctive T-shirt to brag with. The Challenge is open by pre-entry only to all wargamers attending ORIGINS. Entry information may be obtained by sending a self-addressed, stamped envelope to Master Gamer 1985, P.O. Box 23651, Oakland, CA 94623.

The *Strategist* is the monthly house organ of the extremely active Strategy Gaming Society. Edited by George Phillies, whose name and ability should be familiar to all, the periodical comes with membership in the organization. Informative and timely, the 'zine bills itself as "The Greatest Amateur Wargaming Magazine" and fills its pages with game reviews, variants, and articles on strategy and tactics for popular games as well as news of the hobby and club doings. The most recent issue (Vol. 12, No. 7), for instance, carries news of the creation of a new professional gaming magazine, Fred Helfferich's letter of resignation as editor of *Fire & Movement*, articles on *PANZERBLITZ* and *SQUAD LEADER*, variant counters for Victory Games' *Panzer Command*, and an intriguing editorial on "accessibility" in wargaming by the club president. Sample copies of the *Strategist* are available for $1.00 and subscriptions $9.99 per year. Those interested in the 'zine or the club should write Mr. George Phillies, 1139 Nielson Court #3, Ann Arbor, MI 48109.

Our *PANZERGRUPPE GUDERIAN* contest brought quite a few entries; too bad so many of them were in error. However, a number were correct in winnowing the options available and judging that Vyazma would fall in the Combat Phase, although a few managed to better us by using only three die rolls. The winners chosen at random from among the final entries with the solution are: Gary Baziuk, Calgary, ALTA; Jim Burnett, Clinton, TN; Gary Guyton, Canoga Park, CA; Mike Hydell, Centerville, OH; Boyd Norris, Huber Heights, OH; Curtis Rozzelle, Hickory, NC; Richard Schwabe, Dayton, OH; Doug Todd, Calgary, ALTA; George Weis, Baton Rouge, LA; Bob Witt, Cicero, IL.

Contest 123 was a test of the readers' ability to see the tree for the forest, and reinforced the old adage that a good "offense is the best defense." The Russian Player needs to launch two armies at full strength, one all mechanized in an attack on the German army at Q13. The two Soviet armies are organized and begin in hexes R13 and Q14 (exact positions of the two do not matter). All losses due to defensive assault will be absorbed by the pure-infantry army. Both armies then offensively assault Army Group North. Even with the worst results, the mechanized army is guaranteed to advance. Then, depending upon the Axis retreat, the mechanized army takes one of two three-hex routes to Berlin. Allowing for a one strength point loss to the Berlin defenders of OKW, the mechanized army now has a five-in-six chance to capture Berlin, thereby winning the game and, in the porcess, saving all three Soviet capitals from capture. The final advance on Berlin, allowing for heaviest casualties to the Soviet army, will be nine mechanized strength points versus only two defending strength points with a +3 modified to the die roll, reflecting earlier advances. Even should the final attack on Berlin fail, the Axis Player in his turn should be so concerned putting his own house in order that he will scarcely trouble with burning yours.

CONVENTION CALENDAR

JUNE 1-2
4th ANNUAL SQUAD LEADER OPEN, Charlotte, North Carolina
Contact: D. R. Munsell, 6101 McBride Street, Charlotte, NC 28215. (704) 535-7401.
Note: Five rounds of *SL* and its gamettes.

JUNE 15-16
MICHICON GAMEFEST '85, Detroit, Michigan
Contact: Metro Detroit Gamers, P.O. Box 656, Wyandotte, MI 48192.

JUNE 27-30
ORIGINS '85, Towson, Maryland
Contact: ORIGINS '85, P.O. Box 139, Middletown, NJ 07748. (301) 298-3135.
Note: The National Adventure Gaming Convention will have numerous events, including competitions in most of our titles. For more specific information, see the AH Philosophy of this issue.

JULY 5-7
SEAGA '85, Altanta, Georgia
Contact: Seaga '85, P.O. 930031, Norcross, GA 30093.

JULY 19-20
EMPEROR'S BIRTHDAY CONVENTION XIV, South Bend, Indiana
Contact: Robert Hagerty, 905 West Franklin Avenue, Elkhart, IN 46516. (219) 293-4398.

AUGUST 10-11
PEERICON V, San Diego, California
Contact: Institution for Diplomatic Studies, Box 8416, San Diego, CA 92102. (619) 280-2239.
Note: An exclusively *DIPLOMACY* event.

SEPTEMBER 7
AUTUMN CAMPAIGNS '85, Lexington, Kentucky
Contact: Tim Wisner, The Rusty Scabbard, 513 East Maxwell Street, Lexington, KY 40502.

★ **GENERAL BACK ISSUES** ★

Only the following *GENERAL* back issues are still available. Price is $3.00 per issue plus 10% postage and handling charges (20% to Canada, 30% overseas). Maryland residents please add 5% state sales tax. *GENERAL* postage coupons may not be used for this or other non-game orders. Due to the low quantities of some back issues we request that you specify alternate selections should your first choice be unavailable. Below is a listing of each issue by subject matter; game abbreviations are italicized and found in the Opponents Wanted ad insert in this issue and article types are identified as follows: H—Historical Background, DN—Designer's Notes, V—Variant, SR—Series Replay, S—Strategy, Q—Questions, P—PBM (postal) system, Sc—Scenarios, A—Analysis. The largest (feature) articles are always the first ones listed in each issue. Those issue numbers printed in red indicate one-color reprints of previously out-of-print issues.

FIREPOWER CAMPAIGN GAME
Charts and Counters

VICTORY TRACK

0	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15	16	17
18	19	20	21	22	23

FIREPOWER VARIANT COUNTERS

STRATEGIC MATRIX

TURN	HIGHLAND	JUNGLE	LOWLAND
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

FIREPOWER $22.00

The Game of Man-to-Man Modern Warfare

INSTRUCTIONS:

Rate each category by placing a number ranging from 1 through 9 in the appropriate space to the right (1 equating "excellent"; 5, "average"; 9, "terrible"). EXCEPTION: Rate items 7a and 7b in terms of minutes necessary to play the game, in ten-minute increments. (Example: If you've found it takes two and a half hours to play the basic scenario of *FRANCE 1940*, enter "15" for category 7a.) For an explanation of the categories, refer to the AH Philosophy of Vol. 19, No. 4. Sub-categories are indicated by italics. Enter ratings only for those categories relevant to the game in question. Note that AH's ratings for **Complexity** and **Year of Publishing** have been provided; do not rate these categories.

1.	**Overall Value**	___
2.	**Components**	___
2a.	*Mapboard*	___
2b.	*Counters*	___
2c.	*Player's Aids*	___
3.	**Complexity**	4
3a.	*Complexity*	___
4.	**Completeness of Rules**	___
5.	**Playability**	___
5a.	*Excitement Level*	___
5b.	*Play Balance*	___
6.	**Authenticity**	___
7.	**Game Length**	___
7a.	*Basic/Shortest*	___
7b.	*Advanced/Longest*	___
8.	**Year of Publication**	1984

WHAT HAVE YOU BEEN PLAYING?

Top ten lists are seemingly always in vogue these days. Whether the subject is books on the Best Seller List, television's Nielsen ratings, or even games, the public never seems to tire of seeing how their individual favorites stack up numerically against the competition. Our preoccupation with this national pastime is almost akin to rooting the home team on to victory every Sunday. So to further cater to your whims (and to satisfy our own curiosity) we unveil The *GENERAL*'s version of the gamer's TOP TEN.

We won't ask you to ojbectively rate any game. That sort of thing is already done in these pages and elsewhere. Instead, we ask that you merely list the three (or less) games which you've spent the most time with *since* you received your last issue of The *GENERAL*. With this we can generate a consensus list of what's being bought. The degree of correlation between the Best Selling Lists and the Most Played List should prove interesting.

Feel free to list any game regardless of manufacturer. There will be a built-in bias to the survey because you all play our games to some extent but it should be no more prevalent than similar projects undertaken by other magazines with a special interest-based circulation. The amount to which this bias affects the final outcome will be left to the individual's discretion.

The games I've spent the most time playing during the past two months are:

1. _____

2. _____

3. _____

Opponent Wanted 50¢

_____ _____ _____

_____ _____ _____

_____ _____ _____

_____ _____ _____

NAME _____ PHONE _____

ADDRESS _____

CITY _____ STATE ___ ZIP_____

CONTEST #124

To enter, list the actions taken for each of the remaining two Sequences during the Impulses. List, if combat ensues, the weapon being used as well as the target. List, if moving, the exact path of hexes, final location and facing. (Use the Series Replay found in this issue as a guide in notation.)

Israeli Sequence #3

Impulse 1:

Impulse 2:

Impulse 3:

Israeli Sequence #4

Impulse 1:

Impulse 2:

Impulse 3:

Issue as a whole . . . (Rate from 1 to 10, with 1 equating excellent, 10 equating terrible)
Best 3 Articles

1. _____

2. _____

3. _____

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP_____

The GENERAL

To our readers:
The folks at Victory Games want to know what you think of our games. Using the exact same rating system as found in *The General*, rate each of the following games. There is one difference: *DO NOT MAIL THIS SHEET TO AVALON HILL.*

Instead, mail it to:

Ratings
Victory Games, Inc.
43 West 33rd Street,
Suite 603
New York, NY 10001

Thanks for the assist.

HELL'S HIGHWAY	$20.00		GULF STRIKE	$30.00		THE CIVIL WAR	$18.00		MOVE OUT	$12.00
Operation Market-Garden			Middle East Conflict			1861-1865			Ambush Module	
1. Overall Value	___		1. Overall Value	___		1. Overall Value	___		1. Overall Value	___
2. Components	___		2. Components	___		2. Components	___		2. Components	___
2a. Mapboard	___		2a. Mapboard	___		2a. Mapboard	___		2a. Mapboard	___
2b. Counters	___		2b. Counters	___		2b. Counters	___		2b. Counters	___
2c. Player's Aids	___		2c. Player's Aids	___		2c. Player's Aids	___		2c. Player's Aids	___
3. Complexity	7		3. Complexity	9		3. Complexity	7		3. Complexity	5
3a. Complexity	___		3a. Complexity	___		3a. Complexity	___		3a. Complexity	___
4. Completeness of Rules	___		4. Completeness of Rules	___		4. Completeness of Rules	___		4. Completeness of Rules	___
5. Playability	___		5. Playability	___		5. Playability	___		5. Playability	___
5a. Excitement Level	___		5a. Excitement Level	___		5a. Excitement Level	___		5a. Excitement Level	___
5b. Play Balance	___		5b. Play Balance	___		5b. Play Balance	___		5b. Play Balance	___
6. Authenticity	___		6. Authenticity	___		6. Authenticity	___		6. Authenticity	___
7. Game Length	___		7. Game Length	___		7. Game Length	___		7. Game Length	___
7a. Basic/Shortest	___		7a. Basic/Shortest	___		7a. Basic/Shortest	___		7a. Basic/Shortest	___
7b. Advanced/Longest	___		7b. Advanced/Longest	___		7b. Advanced/Longest	___		7b. Advanced/Longest	___
8. Year of Publication	1983		8. Year of Publication	1983		8. Year of Publication	1983		8. Year of Publication	1984

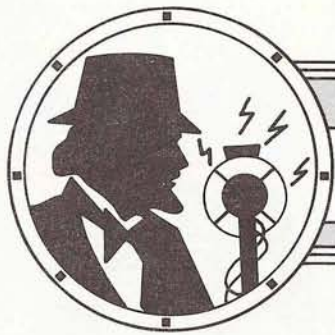| AMBUSH	$24.00		NATO	$15.00		1809	$18.00		VIETNAM	$20.00
Solitaire WWII Combat			The Next War in Europe			Napoleon in Italy			1965-1975	
1. Overall Value	___		1. Overall Value	___		1. Overall Value	___		1. Overall Value	___
2. Components	___		2. Components	___		2. Components	___		2. Components	___
2a. Mapboard	___		2a. Mapboard	___		2a. Mapboard	___		2a. Mapboard	___
2b. Counters	___		2b. Counters	___		2b. Counters	___		2b. Counters	___
2c. Player's Aids	___		2c. Player's Aids	___		2c. Player's Aids	___		2c. Player's Aids	___
3. Complexity	5		3. Complexity	5		3. Complexity	7		3. Complexity	9
3a. Complexity	___		3a. Complexity	___		3a. Complexity	___		3a. Complexity	___
4. Completeness of Rules	___		4. Completeness of Rules	___		4. Completeness of Rules	___		4. Completeness of Rules	___
5. Playability	___		5. Playability	___		5. Playability	___		5. Playability	___
5a. Excitement Level	___		5a. Excitement Level	___		5a. Excitement Level	___		5a. Excitement Level	___
5b. Play Balance	___		5b. Play Balance	___		5b. Play Balance	___		5b. Play Balance	___
6. Authenticity	___		6. Authenticity	___		6. Authenticity	___		6. Authenticity	___
7. Game Length	___		7. Game Length	___		7. Game Length	___		7. Game Length	___
7a. Basic/Shortest	___		7a. Basic/Shortest	___		7a. Basic/Shortest	___		7a. Basic/Shortest	___
7b. Advanced/Longest	___		7b. Advanced/Longest	___		7b. Advanced/Longest	___		7b. Advanced/Longest	___
8. Year of Publication	1984		8. Year of Publication	1983		8. Year of Publication	1984		8. Year of Publication	1984

LEBANON, Counters for Arab-Israeli Wars Variant

Thrilling TALES OF VICTORY

Anniversary

This is rather hard for me to believe, but with the 7th issue of *The Insider*, we have passed through our maiden year. I guess it's because putting together each issue takes up so little of my time. When wrestling with putting out 48 pages of *Heroes* and a dozen computer games, the effort of putting out 8-12 pages seems small by comparison. Look up from the grindstone and *poof*, there's six of these buggers on my desk.

Judging by the letters we've received, this publication is fulfilling a need, and for that, we thank you. There would not be *The Insider* if you weren't buying and playing the games. It's great to know we're in demand. Thank you.

For the next year, you can look forward to some changes in the magazine. The size of each issue is determined directly by the number of articles we have. There is no backlog of articles; everything that we accept will go into the next issue or the one after that. Not being a separate magazine helps us, since we can expand and contract according to our needs. As we get more articles, the size of the magazine will increase. Not dramatically, but we're looking to publish at least 12 pages every issue.

We can only do that with your help. Our playtesters and designers help out, but *The Insider* is written by you. We're always on the look-out for new material. If what you have isn't long enough for an article, a letter will do. We are especially interested in articles about our newer games. Quite a few *Hell's Highway* and *Vietnam* articles have come in, followed by leader variants for *The Civil War* (but nothing about the strategic considerations, strangely enough). The Napoleonic gamers have been silent about *1809*, and only one short article has been received about *Panzer Command*. Perhaps you're still taking time to digest these tomes (munch, munch, munch).

— WEP

W. Bill's OVERSIGHTS

NATO Errata

009: *(Note)* Change the word "without" to "withhold."

053: The number indicated as the Movement Point Allowance is actually the Attack Strength, and the number indicated as the Attack Strength is actually the Movement Point Allowance.

056/057/058: References to the term "Paradrop" should read "Airborne Transport."

083: Note that some NATO formations (nationalities) have more than one HQ. Each HQ can support any and all combat units of its formation (nationality), regardless of nominal corps designation.

094: The reference to "supply range" should read "support range."

102: *(Addition)* Airborne, airmobile, and marine units transported to hexes from which they cannot trace supply are nonetheless automatically considered supplied during the first Joint Supply Determination Phase following their transport.

113: The last sentence should read: "A unit moving by Strategic Road Movement can never enter an enemy Zone hex, an interdicted hex, or a hex outside a friendly country." (This correction also applies to 117.)

121: This rule should read as follows: "An eligible unit can use Air Transport to move to any land hex in enemy airspace except a rough or mountain hex."

123: This rule should read as follows: "An eligible unit can use Air Transport to move to any land hex in enemy airspace except a rough or mountain hex."

146: *(Addition)* Friendly reinforcements that are prevented from arriving by this rule are not permanently lost (except units used to meet

Letters From The Outside

Key Hexes In Highway

I read with interest Mr. Butterfield's article on *Hell's Highway* in the *Insider #2* (*The General* 21/1). I strongly disagreee that, given effective British deployment, the Germans will be able to assault hex 7917 on turn 7 or 8. Given a decent drop, it is more likely to occur turn 16 or 17, if then. In order for the Allies to ensure such a happy state of affairs, it is important for the Red Devil commander to concentrate on grabbing key terrain (hexes) quickly. This article details the key hexes to be occupied on any given turn and notes the current problems that *Hell's Highway* suffers.

The key hexes to be occupied are 8018, 8414 and 8117 (this last requires an H unit) on turn 2, and 6918 as soon as possible. Occupation of the first three ensures that NO German unit will enter Arnhem without having to displace a Red Devil by combat. Occupation of hex 6918 surrounds the 9SS Recce unit (defending the bridge from hex 6818) to speed the breakthrough at Nijmegen. Everything a player does should be orchestrated with these goals in mind.

In order to ensure the above goals are met, let's review the key hexes to occupy at the end of movement of Turn One. Hex 7812 or 7813 must be occupied by an H unit in travel mode. A nonrecce unit in travel mode moves to 7611/7712. A Recce unit must be on the major road ready to go into travel mode. (Note that it is preferable to have both recce units so prepared and to have moved one recce unit to 7508 to check the 7408/7508 crossing. If the crossing does not blow, then putting an H unit into 7507 will ensure the recce unit crossing the Neder Rijn). The German unit in 8011 must either be attacked in great strength to enure a D OR an H unit must be placed in 7911. One unit must move into 8210.

Turn two: the H unit in 7812/3 comes out of travel mode and moves to 8117. The Recce unit goes into travel mode and moves to 8018 (that's correct; *outside* of Arnhem). The unit in 7611/7712 stays in travel mode and moves to 7914. The unit in 8210 moves in travel mode to 8414. If you can throw a Recce unit across the Neder Rijn, do it. Move the artillery unit to 7812.

The above allows you the comfort of knowing no German unit will be in Arnhem on turn 2. Turn 3 can then be used to land reinforcements (if playing the hidden drop zone campaign scenario (21.2), we favor hex 7814 as the drop hex), move followup units to 8017 and 8115, and if the units are available, move two ground units to 7917 to assault hex 7816 with artillery support.

What's wrong with *Hell's Highway*? A bunch of irritating, albiet minor things:

1) In scenario 21.2, the Allies have perfect hindsight as to where to put their dropzones (e.g. as close as possible to Eindhoven). Correction: change rule 17.5 to say "not separated by a *canal* or river . . ."

2) In 21.2, the allies have perfect hindsight as to the entry location of certain early German reinforcements (most particularly the 106th Panzer Brigade), enabling them to prepare nasty receptions. Correction: for 21.2, the German player may bring on his reinforcements that start in tactical reserve boxes one turn early, but only in their connected operational reserve box and never before turn 2.

3) In all scenarios, the XXXth Corp seals off a number of entry areas on Map A by lining units adjacent to the entry area. Thus, the weakest Allied units may prevent entry of any number of German units. To add insult to injury, the Allies ensure maximum point scores by leaving multi-step units on roads, in travel mode, so that on the last turn of the game these units can all rush over the Waal. Correction: the allied player may not end a turn with a unit adjacent to an entry area hex.

Given a decent Red Devil drop, that is, two H and one other infantry unit landing undisrupted, plus one Recce unit landing in any state, then the Germans must pray for a real Allied disaster elsewhere in order to have a shot at winning this game. Players should consider how radically the game balance changes with all other elements the same but not allowing a British Recce unit to enter hex B8018 on turn 2.

M.J. Mishcon
Tilton, NH

Vietnam Counterplay

The second *Vietnam* feature (*Insider #5*, *General* 21/4) was something of a letdown after the first installment. Although Tony Curtis apparently based his articles on a playtest prototype, I suspect sloppy editing is behind most of the errors in the second piece.

For instance, in the diagrams for the first sample operation, the ARVN 16/9 regiment was represented by the ARVN 15/9 counter. The US 9th HQ was represented by the ARVN 9th HQ in 4 places.

The operational description was also slipshod. The US 2/9 brigade HQ should travel to hex 1774 by road, saving a precious airmobile point. It should not pursue. In the pursuit, the US 3/2/9 battalion (airmobilized) actually needs 5.5 movement points to exit the interdicted target hex and reach 1978 (it has only 5). It should move to 1878 instead. There's no point in airmobilizing the ARVN 16/9 regiment, since the US 1/2/9 can easily cover the VC's northern escape route. The US 2/2/9 battalion attacks the VC at 3-to-1, giving a +3 modifier with terrain and pursuit (the US commits only 2.5 ground points to the attack, taking its losses on the "1 to 3.5" column). If the operation ends here, only 3 airmobile points are used, not 7.

Errors in the other operations were similar, e.g. a pursuing unit ignoring target hex interdiction in the fourth example.

Mistakes aside, the article raised some interesting points. In particular, the fourth example implied that the same airmobile point could be switched among different units in one operation. The rules aren't explicit on this point, but if riverine assignments last for the duration of an operation (rule 8.3), then I think airmobile assignments should, too.

Mr. Curtis advised the US player to keep ARVN units out of target hexes, to avoid lowering the pursuit bonus if the VC remain for later rounds. I have to disagree. In the vast majority of cases, the US player would be overjoyed for the VC to stay put for even one round of combat, let alone two. In round one, all operating ground units can attack, raising the odds. Round two is even better, as US artillery shifts from interdiction to fire support. Try playing the article's first search & destroy example with a Ranger in the target hex, and see if the VC gain anything by holding their ground.

Mr. Curtis favors extensive use of airpower in both articles. My own preference is for artillery, which is much cheaper (e.g. 7 points of 155mm artillery for the price of 3 air points). True, air points ahve no range limit, but for the same commitment, the US player can buy enough artillery and airmobile points to provide adequate coverage. Furthermore, a used air point is gone for the rest of the turn. A used artillery unit can still fire defensively in later US or NLF operations.

Airpower does have one major advantage: it's the only way the US player can destroy NLF commitment at its source in North Vietnam. Even so, I think the commitment required for a major bombing campaign is worth more when taken instead as artillery and airmobile points. The increase in VC casualties pays off in US morale points (for "body count"), faster pacification (more morale points), and NLF commitment expended on VC recruits. When the NVA takes over "depacification" from the VC, artillery is more cost-effective than airpower in dealing with it.

Despite the minor mistakes in the second installment, both *Vietnam* articles make excellent additions to an excellent game. *Victory Insider* already a cut above *The General* in quality, will be even better when the editing is improved. I'm looking forward to upcoming issues.

Gary Hladik
Saratoga, CA

Hmmmm, I'm not sure if criticizing the editing is a good way to get a letter published, since I'm the one responsible for the diagram errors. But Mr. Hladik is right, for reasons too mundane to get into here. As for the thoughts contained in the article, it will be up to Mr. Curtis to decide if he wants to respond. Tony?—WEP

An Ambush! Special Scenario

By Paul L. Fasoldt

Mission VI1: Traffic Control

September 1944. Your squad has been scouting ahead of the division in an attempt to locate German Reinforcements reported to be gathering for a counterattack. Your squad has reached a small village at a vital crossroads. Headquarters has ordered you to stay put and report any enemy movement in the area.

YOUR SQUAD

You can use the pre-generated squad, your own continuing squad, or you can generate a new one. Buy new equipment for your squad, but since you have been travelling fast and light, you cannot buy MMGs. Due to recent rains causing poor road conditions, intelligence reports no tanks are expected. In addition, you receive at no cost one flamethrower, two satchel charges, and a radio. Use a spare blank marker or a piece of file card to represent the flamethrower.

SET UP

Use map B. The top of the map is the north edge. For each of the following hexes in order, roll one die. On an even number, place a rubble marker. On an odd result, go to the next hex. Stop when you have made it through the list, or after three markers have been placed. The hexes: L5, P5, Q8, Q10, M10, M6, Q5, R7, P9, N9.

Set your squad up in at least three buildings, not more than five hexes from N7 (include N7 when counting distance).

The water barrier is a river and can only be crossed at an intact bridge.

Several vehicles in this scenario do not appear in *Ambush!*. If you have the *Purple Heart* module, use the appropriate counters from it. If not, use pieces of file card with the vehicle name on one side and the vehicle name with destroyed on the other side.

After your squad is set up, conduct Paragraph Checks and then see 101.

VICTORY

Victory Point accumulation and loss will be revealed during the mission. VP loss for killed/incapacitated men and means for ending the mission will also be revealed during the course of the mission.

VI1. Flamethrowers

Flamethrowers cost 10 points and have a break percentage of 05. They have a 35% chance of running out of fuel, require one portage box to carry, and cannot be snapfired. When in the same hex as the target, they need an 8 to hit; in an adjacent hex, a 6 is needed, and at 2-3 hex range, a 5. There is no fire combat modifier to hit a hex; range is the only consideration. When attacking soldiers, vehicles or structures, see below for modifiers.

If a soldier carrying a flamethrower is fired on, and hit with a result of other than panic, roll PC dice. If 10 or less, the flamethrower explodes: the carrying soldier is killed, the hex burns, and all other occupants of the hex roll on the Pistol row of the Damage Table. If the soldier carrying the flamethrower is fired upon and a miss or panic results, roll PC dice. On a result of 01 or less, damage occurs as above.

An incapacitated soldier in a hex set afire is killed. Any equipment represented by its own marker (MG, bazooka, satchel charge, radio, flamethrower) in a hex that is set afire must be exited next turn, or it is destroyed and removed from the map.

Personal weapons abandoned in a building hex is destroyed and must be marked off on your squad record.

Fire combat conducted through a burning hex has a −1 modifier for each burning hex it passes through, including the target hex.

Damage Effects

All targets. Any hit causes the hex to burn as well as any non-soldier target. (Exception: ford, stream and river hexes). If attacking a target, and the result is a miss, roll one die: odd—no effect; even—hex burns.

Soldiers and vehicles in a hex which is set afire must exit the next turn. If no movement reference is given, roll one die:
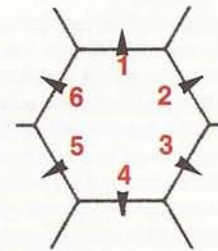
7-0: Roll Again

Soldiers and vehicles directed to enter a burning hex will remain where they are. Soldiers and occupants of non-crew vehicles will conduct 802. Tank, Jagdpanther, and armored car will conduct best fire with machinegun at closest target.

Building, vehicle, woods, wooden bridge, brush. Burns until the end of the mission.

Road, open, cover, stone bridge, rough, crater. Burns until the end of the current round.

Ford, stream, river. No effect.

Bunker. Use −3 fire combat modifier unless in the same hex when attempting to hit an aperture. A hit result destroys the bunker and kills all occupants. If attempting to hit a wall, use +4 fire combat modifier. A hit result causes occupants to lose one turn (if any remaining in the current round.)

Tank, Jagdpanther, armored car, halftrack. If open, use −3 fire combat modifier unless in same hex. A hit result destroys vehicle and kills all occupants. If closed, use vehicle size modifier for location of vehicle. A hit causes vehicle to lose one turn if any remaining in that round.

All other vehicles. Use vehicle size modifier for location of vehicle. A hit disables vehicle and each occupant rolls for damage on the semi-automatic rifle row of the Damage Table.

Soldier. Use fire combat modifier for current stance and location. There is a +1 modifier for each additional soldier in the hex. Hit is resolved on HMG row of Damage Table.

US 08/J   Soldier

IN: 3   PC: 5   WS: +1   MPA: 4

Semi-Automatic Rifle

3 SAR Clips; 2 Grenades

NOTES: J and K must stay within sight of each other until fired upon or in hex with commander.

US 09/K   Soldier

IN: 2   PC: 2   WS: −1   MPA: 4

Semi-Automatic Rifle; Bazooka

3 SAR Clips; 3 Bazooka Charges

NOTES: Bazooka not prepared on entry. J and K must stay within sight of each other until fired upon or in hex with commander.

GE 11/L and M   Motorcycle with Sidecar
+2 VP

Driver (L): IN: 3 PC: 5 WS: 0 DS: 6 MPA: 4
Gunner (M): IN: 3 PC: 6 WS: +2 DS: 2 MPA: 4
Soldier L has Machine Pistol; Grenade; +1 VP
Soldier M has LMG; Pistol; 2 Grenades; +1 VP

DIE	CONDITION 1-4	SPECIAL X	S
0-2	190	815	833
3	190	170	800
4-7	190	868	869
8-9	190	862	178

NOTES: Self-preservation does NOT apply if motorcycle still active. LMG may not fire in rear facing while gunner is in sidecar. If motorcycle is disabled/immobilized, put special reaction X into effect for survivors. If driver is incapacitated or killed, gunner spends one turn to become driver.

GE 12   Staff Car
+2 VP

Driver (P): IN: 1 PC: 3 WS: +1 DS: 8 MPA: 3
Officer (N): IN: 4 PC: 3 WS: +1 DS: 4 MPA: 4
Soldier P has Machine Pistol; Grenade; +1 VP
Soldier N has Pistol; +2 VP

NOTES: If officer is captured, gain 2 VPs. Actions for this group depends upon who is inactive. If none or officer inactive: 191; if driver inactive, officer spends one turn to become driver and then conducts 191. If staff car is inactive, the driver conducts 865 and the officer 822. The driver cannot panic while in an active staff car.

GE 13 Truck 1
+2 VP

Driver (R): IN: 2 PC: 4 WS: +1 DS: 4 MPA: 4
Assistant (Q): IN: 1 PC: 1 WS: 0 DS: 0 MPA: 3
Soldier R has Bolt Rifle; Grenade; +1 VP
Soldier Q has Bolt Rifle; Grenade; +1 VP

DIE	CONDITION 1-4	SPECIAL Y	S
0-1	191	801	839
2-4	191	802	802
5	191	862	819
6-9	191	868	971

NOTES: Self-preservation does NOT apply while in active truck. If truck disabled/immobilized, put special reaction Y into effect for survivors. If driver is killed or incapacitated, assistant spends one turn to become driver. Driver or assistant cannot panic while in active vehicle.

GE 16   Halftrack
+2 VP

Driver (W): IN: 1 PC: 0 WS: −1 DS: 2 MPA: 3
Assistant (T): IN: 2 PC: 2 WS: +1 DS: 0 MPA: 4
Soldier W has Bolt Rifle; Grenade; +1 VP
Soldier T has Machine Pistol; 2 Grenades; +1 VP

DIE	CONDITION 4	SPECIAL A	S
0	195	868	869
1-3	195	864	178
4-7	195	869	839
8-9	195	865	833

NOTES: If halftrack is disabled/immobilized, put special reaction A into effect for survivors and see 154. If driver is killed or incapacitated, assistant spends one turn to become driver. Driver or assistant cannot panic while in active vehicle. Before putting this vehicle into play, see 155.

GE 14 Truck 2
+2 VP

Driver (V): IN: 1 PC: 3 WS: +1 DS: 2 MPA: 3
Assistant (S): IN: 2 PC: 3 WS: +1 DS: 2 MPA: 4
Soldier V has Bolt Rifle; Grenade; +1 VP
Soldier S has Bolt Rifle; Grenade; +1 VP

DIE	CONDITION 1-4	SPECIAL Y	S
0-3	191	868	971
4-6	191	801	819
7-8	191	862	839
9	191	809	802

NOTES: Self-preservation does NOT apply while in active truck. If truck disabled/immobilized, put special reaction Y into effect for survivors. If driver is killed or incapacitated, assistant spends one turn to become driver. Driver or assistant cannot panic while in active vehicle.

GE 15/Y   Armored Car
+3 VP (+2 VP if knocked out)

Act Crew	IN	PC	WS	DS	ACTION DIE 0-3	4-5	6-8	9
3	5	8	+2	6	192	194	193	196
2	3	4	+1	5	193	196	194	196
1	1	1	−1	2	196	196	196	196

NOTES: If armored car is disabled or immobilized and s7 has not occurred, see 111.

GE 17/X   NCO
+2 VP (+ 2 VP if captured)

IN: 4   PC: 7   WS: 0   DS: 6   MPA: 4

Machine Pistol; Luger; 2 Grenades

DIE	CONDITION 4	SPECIAL S
0	866	812
1-3	864	802
4-7	832	833
8-9	865	178

GE 18/U   Infantry
+1 VP

IN: 3   PC: 5   WS: 0   DS: 4   MPA: 4

Machine Pistol; 2 Grenades

DIE	CONDITION 4	SPECIAL S
0	865	178
1-4	869	833
5-7	866	802
8-9	864	812

GE 19   Infantry
+1 VP

Machine Pistol; 2 Grenades

DIE	CONDITION 4	SPECIAL S
0-3	869	833
4-6	864	812
7	866	833
8-9	865	178

NOTES: Pick one German at random from those killed or incapacitated. Using his IN, roll for other characteristics as if generating a new American (see Squad Generation, page 9 of the AMBUSH! rules, sections 5 through 8.) If no German has been killed or incapacitated, GE 19 is not activated. You still get + 1 VP; you'll need it.

VEHICLE SUMMARY

ARMORED CAR WITH LIGHT MACHINEGUN

Small Vehicle; Armored; Open Only

CREW: 3

SLOW MOVEMENT POINT ALLOWANCE: 4

FAST MOVEMENT POINT ALLOWANCE: 8

Hit Chart

		FACING HIT	
ITEM HIT	Front	Side	Rear
Wheel	0	0-2	0
Body	1-4	3-5	1-4
Turret	5-6	6-7	5-7
Crew	7-9	8-9	8-9

Damage Effects

Wheel. If wheel is hit and penetration result is light, armored car cannot be driven fast; make an immediate Accident Check. If penetration result is medium or heavy, an accident occurs; make an immediate Accident Check. **Body.** If body is hit and penetration result is light, roll on the Pistol row of the Damage Table. If result is incapacitated or killed, reduce the crew by one; otherwise, no effect. If penetration result is medium, roll on the semi-automatic rifle row of the Damage Table and follow the same procedure as above. If the penetration result is heavy, the car is destroyed and the crew is killed. **Turret.** If the result is light, LMG cannot fire for the rest of the curret round. If the result is medium or heavy, the turret is destroyed; reduce the crew by one and the armored car cannot fire for the rest of the mission. **Crew.** Reduce the crew by one.

Considered a tank for grenade/satchel charge attacks and on the Accident Table.

HALFTRACK

Large Vehicle; Armored; Open Only

MAXIMUM OCCUPANTS: 8

SLOW MOVEMENT POINT ALLOWANCE: 4

FAST MOVEMENT POINT ALLOWANCE: 7

Hit Chart

		FACING HIT	
ITEM HIT	Front	Side	Rear
Driver	0-1	0-1	—
Assistant	2-3	2-3	—
Tire	4-5	4	—
Tread	6	5-6	0-1
Body	7-9	7-9	2-9

Damage Effects

Driver. Roll for damage using the Damage Table of the attacking weapon. If driver panics or is wounded, make an immediate Accident Check. If killed or incapacitated, an accident occurs, roll on the Accident Table. **Assistant.** Roll for damage using the Damage Table of the attacking weapon. **Tire.** Vehicle cannot be driven fast. If occupied, make an immediate Accident Check. **Tread.** If result is a penetration, the halftrack is immobilized and cannot move again. **Body.** If the penetration result is light, one passenger is killed. If the result is medium or heavy, the halftrack is destroyed and all occupants are killed.

Considered a tank for grenade/satchel charge attacks and on the Accident Table.

MOTORCYCLE WITH SIDECAR

Small Vehicle; Non-Armored; Open Only

MAXIMUM OCCUPANTS: 3

SLOW MOVEMENT POINT ALLOWANCE: 6

FAST MOVEMENT POINT ALLOWANCE: 12

Hit Chart

	NUMBER OF OCCUPANTS			
ITEM HIT	0	1	2	3
Tire	0-3	0-3	0-3	0-2
Body	4-9	4-8	4-7	3-6
Driver	—	9	8	7
Sidecar Passenger	—	—	9	8
Pillion Rider	—	—	—	9

Damage Effects

Tire. Vehicle cannot be driven fast. If occupied, make an immediate Accident Check. **Body.** Resolve combat using Damage Table for attacking weapon. If result is a penetration result, the motorcycle is disabled. If not a penetration result, make an immediate Accident Check. **Driver.** Roll for damage using the Damage Table of the attacking weapon. If driver panics or is wounded, make an immediate Accident Check. If driver is incapacitated or killed, an accident occurs; roll on the Accident Table. **Sidecar Passenger or Pillion Rider.** Roll on the Damage Table for the attacking weapon.

Considered a car for grenade/satchel charge attacks and on the Accident Table.

TRUCK

Large Vehicle; Non-Armored; Open Only

MAXIMUM OCCUPANTS: 10

SLOW MOVEMENT POINT ALLOWANCE: 4

FAST MOVEMENT POINT ALLOWANCE: 8

Hit Chart

	NUMBER OF OCCUPANTS				
ITEM HIT	0	1	2	3	4+
Tire	0-1	0-1	0	0	0
Body	2-9	2-7	1-5	1-4	1-3
Driver	—	8-9	6-7	5-6	4-5
Assistant	—	—	8-9	7-8	6-7
Passenger	—	—	—	9	8-9

Damage Effects

Tire. Vehicle cannot be driven fast. If occupied, make an immediate Accident Check. **Body.** Resolve combat using Damage Table for the attacking weapon. If result is a light penetration result, reduce passengers (if any) by one. If penetration result is medium or heavy, truck is destroyed. **Driver.** Roll for damage using the Damage Table of the attacking weapon. If driver panics or is wounded, make an immediate Accident Check. If driver is incapacitated or killed, an accident occurs; roll on the Accident Table. **Assistant.** Roll on the Damage Table for the attacking weapon. **Passenger.** Reduce the number of passengers by one.

Considered a car for grenade/satchel charge attacks and on the Accident Table.

VICTORY INSIDER   Mission 1: Traffic Control Condition 1

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	RE
	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	123
	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	122
	s5 106	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	s5 106	s5 106	122
	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	123
	xxx	NONE	NONE	NONE	xxx	xxx	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	112
	NONE	NONE	NONE	NONE	NONE	xxx	xxx	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	s6 127	xxx	NONE	NONE	W-16	NONE	NONE	122
	s5 106	C-15	D-14	E-15	NONE	NONE	H-6	I-7	NONE	NONE	NONE	NONE	s1 102	NONE	NONE	NONE	R-11	R-14	S-15	T-5	U-6	NONE	NONE	NONE	NONE	122
	NONE	C-4	D-4	E-5	F-14	NONE	NONE	I-12	I-11	J-11	K-9	L-8	M-9 M-8	N-7	N-7	P-8	Q-9	R-14	S-5	T-4	U-5	V-6	W-5	X-4	X-7	123
	s5 106	s5 106	s5 106	s5 106	s5 106	s5 106	NONE	K-6	L-6	M-7	O-7 P-6	100 N-7	135	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	s5 106	s5 106	122
	s5 106	s5 106	NONE	NONE	NONE	NONE	J-6	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	R-9	R-12	NONE	T-15	U-16	V-16	xxx	X-15	NONE	123
	s5 106	s5 106	s5 106	NONE	NONE	NONE	NONE	NONE	NONE	NONE	L-9	NONE	NONE	NONE	NONE	NONE	NONE	NONE	xxx	NONE	NONE	NONE	s5 106	s5 106	s5 106	122
	s5 106	B-15 C-16	D-15	NONE	NONE	972 H-12	I-13	J-12	NONE	J-9	NONE	NONE	xxx	NONE	s1 102	NONE	NONE	Q-6 R-5	S-5 T-4	NONE	NONE	V-4	X-4	s5 106	s5 106	122
	NONE	B-4	xxx	F-5 G-6	H-13	xxx	NONE	NONE	xxx	NONE	NONE	M-8 N-7	NONE	N-7 O-8	NONE	R-13 R-10	K-11 K-10	NONE	NONE	NONE	NONE	NONE	X-7	s5 106	s5 106	122
	s5 106	NONE	NONE	E-14 F-13 973	NONE	xxx	NONE	NONE	I-10	NONE	NONE	NONE	NONE	s1 102	NONE	s1 102	NONE	NONE	NONE	NONE	NONE	NONE	s5 106	s5 106	xxx	122
	B-16	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	xxx	NONE	xxx	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	122

This page contains two large coordinate reference grids (rotated 90°). The column axis is labelled **A B C D E F G H I J K L M N O P Q R S T U V W X Y RE** and most cells contain one of: `NONE`, `EVENT`, `xxx`, `s5 106`, `s1 102`, `s6 127`, or `s9 125`, with several cells carrying a red coordinate code and a value number.

Grid 1 — row value labels (top): 104, 122, 122, 123, 122, 122, 122, 122, 122, 130, 141

Coordinate-tagged cells (value / red coordinate):

Column	Tagged cells
A	NONE (A-16), NONE (A-5)
B	NONE (B-15), NONE (B-16), NONE (B-4)
C	NONE (C-16), NONE (C-4)
D	NONE (D-15), NONE (D-4)
E	NONE (E-14), NONE (E-5)
F	NONE (F-5), NONE (F-13)
G	NONE (G-6)
H	NONE (H-12)
I	NONE (I-7), NONE (I-10), EVENT / NONE 162 (I-13)
J	NONE (J-6), NONE (J-9)
K	NONE (K-6), NONE (K-10)
L	NONE (L-9), NONE (L-6)
P	NONE (P-6)
Q	NONE (Q-6)
R	NONE (R-5), NONE (R-9), NONE (R-10), EVENT (R-13)
S	
T	EVENT (T-15)
U	EVENT (U-16), NONE (U-5)
V	NONE (V-6)
W	NONE (W-7), NONE (W-5)
X	NONE (X-7)
Y	NONE (Y-16), NONE (Y-5), NONE (Y-8)

Scattered cell values across Grid 1 columns: s5 106, s1 102 (M), s6 127 (under E-area), NONE, EVENT, xxx.

VICTORY INSIDER   Mission 1: Traffic Control Condition 2

Grid 2 — row value labels (top): 122, 104, 123, 124, 128, 122, 151, 124, 122

Coordinate-tagged cells (value / red coordinate):

Column	Tagged cells
A	NONE 169
B	NONE 169 / NONE (B-16)
C	NONE (C-15)
D	NONE (D-4), NONE (D-14)
E	NONE (E-14), NONE (E-5), NONE (E-15)
F	NONE (F-13), NONE (F-14)
H	NONE (H-13) 163
I	NONE (I-11), NONE (I-12)
J	NONE (J-11), NONE (J-12)
K	NONE (K-11), NONE (K-9)
L	NONE 161
P	NONE (P-8)
Q	NONE (Q-9)
R	NONE (R-11), EVENT (R-14), NONE (R-12)
S	EVENT (S-5) 105, NONE (S-15)
U	NONE (U-6), NONE (U-4)
V	NONE (V-16), NONE (V-4)
W	NONE (W-16)
X	NONE (X-15), NONE (X-4)

Scattered cell values across Grid 2: s5 106, s1 102 (N, R columns), s9 125 (E, I columns), 107 (S column), NONE, EVENT, xxx, with red 169 values in the A/B and W/X/Y columns.

VICTORY INSIDER

Mission 1: Traffic Control Condition 3

The grid below is rotated on the page. Its columns are lettered A–Y (plus a final RE column); the coded cells (shown in red on the page) identify their own position as *column-letter*–*row-number*. All remaining cells read NONE, EVENT, xxx, Exit, or a section code such as "s5 106", "s6 127", or "s9 125". The RE column carries the numeric totals.

Coded (red) grid entries, arranged by row number:

Row	A	B	C	D	E	F	G	H	I	J	K	L	N	P	Q	R	S	T	U	V	W	X	Y
4		B-4	C-4	D-4																V-4		X-4	
5	A-5				E-5	F-5										R-5	S-5		U-5		W-5		Y-5
6							G-6	H-6		J-6	K-6	L-6		P-6	Q-6				U-6	V-6			
7									I-7												W-7	X-7	
8														P-8									Y-8
9											K-9	L-9			Q-9	R-9							
10									I-10		K-10					R-10							
11									I-11	J-11	K-11					R-11							
12								H-12	I-12	J-12						R-12							
13						F-13		H-13	I-13							R-13							
14				D-14	E-14	F-14										R-14							
15		B-15	C-15	D-15	E-15												S-15	T-15				X-15	
16	A-16	B-16	C-16																U-16	V-16	W-16		Y-16
17	A-17																						

Section codes appearing within the grid: s5 106, s6 127, s9 125, and the numbers 100, 105, 106, 161, 162, 163.

RE column (numeric values): 142, 142, 130, 142, 151, 130, 142, 142, 142, 142, 141, 142, 142, 128, 142, 104, 142, 142, 110.

VICTORY INSIDER

Mission 1: Traffic Control Condition 4

Column index: A B C D E F G H I J K L M N O P Q R S T U V W X Y RE

Upper grid (values read by column; unlisted cells are NONE)

Column	Values
A	110, A-5, A-16
B	151, B-4, B-15
C	130, C-4, C-16, xxx
D	104, D-15
E	112
F	104, F-3, 146, 165, xxx
G	128, G-4, G-5, xxx
H	130, H-6, H-8, H-10
I	110, I-7, I-10
J	112, J-6, J-9
K	K-6, K-10
L	L-6, L-9, L-11
M	100
N	—
O	O-6, O-13
P	P-6, P-12
Q	Q-6, Q-13
R	R-5, R-9, R-10
S	156
T	T-5, T-6, T-8, T-11, T-15
U	U-16
V	V-2, V-3, V-5, V-6
W	W-5, W-7
X	X-7
Y	Y-5, Y-8, Y-16
RE	Exit

(additional orange numeric entries visible: 162, 166, 138, 168)

Lower grid — Mission 1: Traffic Control Condition 4 (values read by column; unlisted cells are NONE)

Column	Values
A	104, A-17, Exit, xxx
B	141, B-16, xxx
C	112, xxx
D	D-4, D-14, xxx
E	E-5, E-14, E-15, s9 125
F	141, F-13, F-14
G	G-6
H	104, H-9, H-11, H-13, 163, 136, s9 125
I	141, I-11, I-12
J	151, J-11, J-12
K	130, K-9, K-11
L	130
M	M-11, 161
N	N-11
O	O-12
P	P-8
Q	Q-9
R	R-12, R-14, R-11
S	S-5, S-15, 105, 164
T	T-7
U	U-10, U-11, 161
V	V-1, V-4, V-16, W-16
W	W-10
X	X-4, X-15
Y	Exit

Paragraphs

100. Roll one die to determine the next hex entered:
0-1: O7
2-3: O8
4-6: M8
7-8: M7
9: Roll again.
Roll again if directed to enter the hex left to enter N7. Only the first German vehicle/soldier to enter and leave N7 rolls. The rest automatically follows the leader. Go to Condition 2.

101. **[s0]** A German convoy approaches! The convoy contains a motorcycle with sidecar, a staff car and two trucks; entering in that order. See 133 to determine where the convoy enters. Movement is one hex per turn until the American decides to commence Rounds. Americans may not move/fire/prepare weapons while in Operations. Convoy must keep closed up with no gaps and move at the speed of the slowest active vehicle (truck, staff car and motorcycle in this order). When in Rounds, drivers of active vehicles get one turn unless all drivers have two turns. Two vehicles (including disabled/immobilized vehicles) may occupy the same hex. No vehicle may pass another active vehicle, but may be in the same hex with it. To pass a hex with two disabled/immobilized vehicles or a hex with a crater costs 3 MPs and an immediate Accident Check must be made. To pass a burning vehicle, make an Accident Check. When all four vehicles are on the map, see 120. When the American player chooses to commence Rounds, see 140. Make note of these two paragraphs on your squad record. Self-preservation is not in effect for Germans in active vehicles.
Victory points are gained for activation/capture of Germans. Germans that exit the map cause a loss of double their activation VPs (if a German is worth 2 VPs for activation and exits, you lose 4 VPs). You need 16 VPs for victory.

102. Conduct PC Check:
• If successful, see 131.
• If fails, no effect.

103. **[s9]** A detonator wired to explosives on bridge G14 is found! An American in this hex may blow the bridge by spending one action. When the bridge is blown, place wrecked bridge marker and see 121. Make note of this paragraph on your squad record.

104. One soldier determined at random has his gun jam. Roll one die: on an odd result, an American is affected; on an even result, a German is affected. If the soldier whose gun jammed is standing, crouching or in a vehicle, he may make an immediate attempt to unjam at no cost.

105. Roll one die:
0-3: Enter T4

4-9: Enter T5

106. Conduct PC Check:
• If successful, see 143
• If fails, no effect

107. If on the first level, no effect. If on the second level, see 152.

110. One German vehicle determined at random blows a tire, and can move only at slow speed for the rest of the mission. If the same vehicle blows a second tire, it is immobilized and the occupants must abandon it to proceed on foot. No effect on the armored car.

111. **[s7]** Go to Condition 4. Roll one die; odd: W11, even: E3. Activate German 16 in the hex indicated. German advantage. German receives one turn this Round. The mission ends when:
1. There are no active Germans on the map. No VP loss for Americans incapacitated.
2. All active Americans have exited any map edge. VP loss for incapacitated Americans not exited. Germans left on map cause VP loss as if they had exited. Immobilized and abandoned vehicles count as destroyed for VP purposes.

112. A grenade explodes accidently! Roll one die: on an odd result an American is affected; on an even result, a German is affected. One soldier, determined at random and carrying a grenade, has the grenade explode. The affected soldier conducts a PC Check:
• If successful, he tosses the grenade into an adjacent hex where it explodes harmlessly.
• If fails, he and everyone in the hex are hit by the explosion. The soldier carrying the grenade is considered indoors regardless of his position. Occupants of vehicles are considered prone indoors. No other occupants of the hex may conduct a PC check for this explosion. If it occurs in a vehicle, the vehicle is disabled. This may occur only once per mission. Ignore further references to this paragraph.

120. If in Rounds, no effect.
If in Operations, each American conducts a PC Check. Move the IN markers of those who pass to the Complete space. Roll one die and place those IN markers in the appropriate location on the AR track (ignore advantage/disadvantage). Americans may now move/prepare weapons/give turns (but not fire) as if in Rounds. Panicked soldiers may do nothing but fall prone. When all the Americans have finished their turn(s), place all the American IN markers back in the Unaware space. This is the only exception to the fifth sentence of the first paragraph of 101 and the only time Americans may do anything while in Operations.

121. Any vehicle in the hex is destroyed. All occupants lose any turns remaining in the Round and roll for damage on the Pistol row of the Damage Table. Soldiers not in vehicles lose any remaining turns and roll on the Semi-automatic rifle row of the Damage Table.

122. If German N active and in vehicle, see 145. Otherwise, no effect.

123. The German radio in the staff car breaks down! Ignore further references to 122 and 123. Make a note of these two paragraphs on your squad record.

124. Go to Condition 3.

125. Roll one die:
• Odd, see 103.
• Even, see 132.

126. Roll one die:
Odd, see 167.
Even, see 137.

127. **[s6]** If in Operations, no effect. Otherwise, a soldier discovers a case of wine and stops to confiscate it. If there is no commander in that hex, all men lose the rest of their turn(s) for this Round. Man with the highest PC conducts a PC Check.
• If successful, all men in the hex fall prone.
• If fails, all men in the hex must remain in their current stance.

128. If any German vehicles from the convoy are burning, one chosen at random explodes. All soldiers currently in the hex roll on Satchel Charge, Inside row of the Damage Table. Remove disabled vehicle and burning markers. Place crater marker in the hex. This can occur once per mission. Ignore further references to this paragraph, even if no convoy vehicles currently burning. Occupants of vehicles are considered other than prone for resolving this explosion.

130. One German weapon chosen at random runs out of ammo.

131. **[s1]** Soldier finds German MMG with one clip of ammo in this hex. MMG is unprepared.

132. **[s9]** A detonator wired to explosives on bridge G13 is found here! An American in this hex may blow up the bridge by spending one action. When the bridge is blown, place wrecked bridge marker and see 121. Note this paragraph on your squad record.

133. Roll one die to determine entry hex:
0-1: Y16
2-3: A5
4-5: A17
6-7: Y8
8: A16
9: Y5
Activate German 11 in the hex indicated. Activate Germans 12, 13 and 14 in order as the preceding German advances one hex. German IN markers occupy Complete space until the American chooses to commence Rounds by reading 140. If all German vehicles are destroyed or immobilized and all occupants killed or incapacitated before any reach hex N7, go to Condition 3. Do not conduct Random Event Checks until in Rounds.

134. [s4] A German armored car patrolling the railroad tracks enters! It is mounted on the rails and follows the tracks when directed to move. (There are no movement references on the condition cards for the armored car.) If bridge G13 is blown or burning when the armored car gets there, it will reverse its direction of travel to its entry hex where it will exit. Roll one die: on an odd result, the armored car enters Y5 and attempts to exit A16; on an even result, the armored car enters A16 and attempts to exit Y5. Activate German 15 in the hex determined above. *Commence Rounds.* German Advantage. German 15 gets one turn per Round until fired upon.

135. You find fame and quicksand. Everyone will know who you are, but you must remain here until V-E Day.

136. If bridge G13 is intact, enter H12. Otherwise, enter I12.

137. If your radio is manned, you inform division of the approaching convoy and gain 2 VPs. Division orders you to stop or slow down the convoy. If your radio is not manned, lose 2 VPs. *Commence Rounds.* Roll for initiative.

138. If German 16, 17, 18, or 19 is moving, enter K12. Otherwise, enter I13.

140. Roll one die. Odd, see 150. Even, see 160.

141. One wounded German determined at random becomes incapacitated due to blood loss. This can occur only once per mission; ignore further references to this paragraph once the first German becomes incapacitated.

142. • If s4 has not occurred, see 134.
• If s5 has not occured, see 153.
• If s7 has not occured, see 111.

143. [s5] Forward elements of another company appears! They will assist you. Activate US 08 and US 09 prone in the hex that caused the PC Check. If soldier that took the PC Check was the runner activated by 167, he is told that headquarters is aware of the convoy and he is to return to his squad. Gain 2 VPs.

145. Mortar fire called in from the staff car! German N conducts PC Check:
• If fails, no contact was made with mortar squad.
• If succeeds and s3 has occurred, see 152. If succeeds and s3 has not occurred, place spotting round or move round already on the board as in mission 10. German N must attempt to hit the hex with the most visible Americans in it. If all possible target hexes have the same number of Americans in them, choose one at random. Placement of round may not be closer than 3 hexes to an active German. If all visible Americans are within 3 hexes of an active German, place the round so that it may scatter into the Americans, but not into an active German. When mortar strike location is resolved, roll on Satchel Charge,

Outside row of Damage Table for each American in the hex. Building hexes become rubble, whether occupied or not; place rubble marker. Any other hex becomes a crater; place crater marker. Lose 1 VP for each time German N successfully contacts the mortar after the first time.

146. If German 16, 17, 18, or 19 is moving, enter H7. Otherwise, enter G6.

150. All Americans conduct PC Check. Those that pass may fire at convoy, prepare weapons, or give turns (but not move). *Commence Rounds.* All Americans automatically aware, and those that do not panic receive two turns this Round. See 126.

151. One American who is wounded (the one with the lowest IN) becomes incapacitated due to blood loss. This can occur only once per mission. Ignore further references to this paragraph once the first American becomes incapacitated.

152. [s3] You find a German radio in this hex! If German N attempts to call in mortar fire, an American in this hex may try to jam the transmission. Conduct PC Check:
• If fails, no effect. Return to 145.
• If successful, German N's transmission is jammed and there is no mortar fire this Round. Gain 1 VP each time transmission is jammed.

153. [s5] Reinforcements appear. Use cards US 08 and US 09. Roll one die:
0-2: A1 to Y1
3-4: A1 to A19
5-7: A19 to Y19
8-9: Y1 to Y19
Reinforcements may enter standing and aware anywhere on the row/column determined above.

154. [s8] Activate Germans 17, 18, and 19 in the hex where the half-track is disabled/immobilized. Germans are crouching.
If there have been four or more body penetrations on the half-track or the half-track was disabled by a medium or heavy body penetration, you get 4 VPs and Germans 17, 18, and 19 are not activated.
If there have been three or less light body penetrations, for each occurrence, pick one of these three Germans at random and roll on the Pistol row of the Damage Table. Even if a German is killed or incapacitated, he is to be included in later resolutions.
After the light body penetration results are resolved, roll one die and place the IN markers of the survivors on the AR track according to the result.

155. Make a note of light body penetrations to the half-track on your squad record. There will be further instructions concerning this later in the mission.

156. If German 16, 17, 18 or 19 are moving, enter U4. Otherwise, enter U5.

160. All Americans are aware and those that

do not panic receive two turns this Round. See 126.

161. Roll one die:
• Odd, enter L8
• Even, enter M9

162. • If bridge in G13 is intact, enter G13.
• Otherwise, enter H13.

163. • If bridge in G14 is intact, enter G14
• If bridge in G13 is intact, enter H12.
• If neither bridge is intact, see 197.

164. • If German 16, 17, 18, or 19 is moving, enter T4.
• Otherwise, enter U6.

165. • If German 16, 17, 18, or 19 is moving, enter H6.
• Otherwise, enter F5.

166. • If German 16, 17, 18 or 19 is moving, enter J12.
• Otherwise, enter H12.

167. • If your radio is manned, it is not working. You decide to send a runner to inform division of the convoy, and the rest of the squad will try to stop it. If the man you send successfully exits the map edge opposite where the convoy entered, you gain 2 VPs. The runner must start on his next turn. He may move or move/fire, but he must move every turn he is able to.
• If your radio is not manned, lose 2 VPs. *Commence Rounds.* Roll for initiative.

168. • If German 16, 17, 18 or 19 is moving, enter S12.
• Otherwise, enter R13.

169. German exits. Go to Condition 3.

170. • If driver's turn and on motorcycle, spend 1 MP to get off motorcycle and then conduct 864.
• If driver's turn and not on motorcycle, conduct 865.
• If gunner's turn and in sidecar, spend 1 MP to get out of sidecar. Roll one die:
0-3: see 179.
4-9: see 864. Leave LMG in sidecar.
• If gunner's turn and not in sidecar, conduct 866.

178. • If only one target in sight, stand and conduct one snap fire at that target. Then move as quickly as possible, spending up to ½ the soldier's MPA, rounded down. Fall prone if free stance change available.
• If no target in sight, move as quickly as possible. Fall prone if free stance change available.
• If more than one target in sight, crouch and conduct snap fire at as many targets as possible, beginning with the closest and then the easiest. Fall prone if free stance change available.

179. Spend the rest of the turn removing LMG from sidecar, then fall prone.

190. • If driver's turn and no shots fired, drive slowly.
• If driver's turn and shots have been fired, drive fast.
• If gunner's turn and no shots fired, do nothing.
• If gunner's turn and shots have been fired, conduct best fire with LMG at closest target. (Note: do not exceed speed of slowest convoy vehicle still active.)

191. • If no shots fired, driver drives slow. Other vehicle occupants do nothing.
• If shots fired, driver drives fast. Other vehicle occupants conduct best fire at closest target.
(Note: do not exceed speed of slowest convoy vehicle still active.)

192. Drive slow. Conduct aimed fire with LMG at closest target.

193. Drive fast. If three in crew, conduct snap fire with LMG at easiest target.

194. Conduct two snap fires with LMG, first at closest target and then at easiest.

195. • If current German Action Number is odd:
On driver's turn, drive slow.
On assistant's turn, conduct best fire at easiest target.
• If current German Action Number is even:
On driver's turn, drive fast.
On assistant's turn, conduct best fire at closest target.

196. • Drive slow.
• If armored car is immobilized, conduct snap fire at closest target. If there are two or three in crew, conduct two snap fires. If only one in crew, conduct one snap fire.

197. If both bridges are wrecked, crossing may be made over the wreckage in G14. To enter or leave the wrecked bridge in G14 costs a vehicle all its Movement Points and an immediate Accident Check must be made. If the Accident Check results in disabled or crash, the vehicle slides off the wreckage into G15 and sinks. Remove the vehicle counter from the map; the vehicle is considered destroyed for VP purposes. For each occupant of the vehicle that slid off, roll one die:
0-1: Occupant panics and drowns.
2-3: Place occupant in H13, prone, wounded.
4-9: Place occupant in H13, prone. He loses any turns remaining in the Round.
Soldiers on foot may cross at the wrecked bridge in G14 at the cost of 2 MPs to enter or leave the hex. They must also roll one die when entering or leaving the hex:
0-1: Man slips off the wreckage and drowns.
2-9: No effect.

800. Lie prone.

801. Crouch, then conduct best fire at easiest target. Fall prone after fire if free stance change available.

802. Crouch, then conduct best fire at closest target. Fall prone after fire if free stance change available.

809. Move as quickly as possible; fall prone after movement, spending a MP to do so, if necessary.

812. 1. If active US soldier in hex, assault to kill.
2. If adjacent to active US soldier through traversible hexside and a grenade is available, crouch and throw grenade. Exception: if another active German is in the hex with the US soldier, charge assault to kill.
3. If an active target is in sight and no German is in target hex, crouch and conduct best fire.
4. Move and snap fire at any target that becomes visible during movement.

815. Crouch, then fire machine gun or assist in firing machine gun. Conduct best fire at any target within three hexes. Otherwise, conduct aimed fire at easiest target. Fall prone after fire if free stance change available. If MG out of ammo, fire second weapon.

819. • If grenade is available and target in range, throw grenade at closest target. Fall prone after throw if free stance change available.
• If no grenade available or target in range, run into an open hex or crawl into any other type hex.

822. • If an active German in the same or adjacent hex, crouch and give a turn to the German with the fewest turns in the same or adjacent hex. If two or more eligible Germans have the same number of turns, give a turn to the one with the highest Weapon Skill. If all eligible Germans have two turns, conduct 801.
• If no active Germans in the same or adjacent hexes, run into an open hex or crawl into any other type of hex.

832. • If an active German in the same or adjacent hex, crouch and give a turn to the German with the fewest turns. If two or more eligible Germans have the same number of turns, give the turn to the one with the highest Weapon Skill. If all available Germans have two turns, see 801.
• If no other active Germans in the same or adjacent hex, conduct 801.

833. 1. If active US soldier in hex, assault to kill.
2. If adjacent to active US soldier through traversible hexside and a grenade is available, crouch and throw grenade. Exception: if active German in US hex, charge assault to kill.
3. If active target in sight, crouch and conduct best fire.
4. Lie prone.

839. • If active US soldier in hex, assault to kill.
• If no active target in hex, crouch and conduct best fire at closest target.

862. • If no active target in sight, move as quickly as possible. Fall prone if an active tar-

get is in sight and free stance change available.
• If active target is in sight and soldier occupies an open hex, move as quickly as possible. Fall prone after movement, spending a MP if need be.
• If active target in sight and soldier occupies a non-open hex, crouch and conduct best fire at easiest target.

864. • If no active target in sight, move as quickly as possible. Fall prone if an active target in sight and free stance change available.
• If active target in sight, stand and conduct one snap fire at closest target. Then, move as quickly as possible, spending up to ½ soldier's MPA, rounded down. Fall prone if free stance change available.

865. • If no active target in sight, move as quickly as possible. Fall prone if an active target is in sight and free stance change available.
• If one or two active targets in sight, crouch and conduct best fire at closest target.
• If three or more targets in sight, fall prone.

866. • If no active target in sight, move as quickly as possible. Fall prone if an active target is in sight and free stance change available.
• If one or two active targets in sight, move as quickly as possible. Fall prone in first non-open hex entered, spending a MP if need be. If no non-open hex entered, fall prone in the last hex entered, spending a MP if need be.
• If three or more active targets in sight, crouch and conduct as many snap fires as possible, first at the closest target and then the easiest.

868. Move as fast as possible. Fall prone after movement if free stance change available and an active US soldier is in sight.

869. • If grenade available and active US soldier within three hexes, stand up and thrown grenade. Fall prone if free stance change available.
• If grenade not available or target at four or more hex range, conduct 801.

971. • If no active targets in hex, lie prone.
• If one or two active targets in hex, assault to kill the one with the lower Weapon Skill.
• If three or more active targets in hex, surrender.

972. • If bridge G13 is intact, enter G13.
• Otherwise, enter F14.

973. • If bridge G14 intact, enter G14.
• If bridge G13 intact, enter F13.
• If both bridges destroyed, see 197.

Vietnam Comments

Congratulation to Tony Curtis for his fine *Victory Insider* article on VG's *Vietnam* game. I was so impressed that I was finally persuaded to subscribe to *The General* and *Victory Insider*.

Although I cannot judge the rapid build-up strategy from first-hand experience yet, it certainly seems to offer the US player his best chance for success. However, I think a few adjustments to the first season's deployment might improve the US player's position even more.

Suggested Summer 1965 US Deployment

Units	Commitment
Withdraw 1 Navel Point	−4
Rest of 3rd Marine Div	4
101st Airmobile Div	10
1st Air Cav Div	9
1st Marine Div	9
4 155mm Artillery Bn	4
6 Air Points	2
8 Airmobile Points	4
21 Replacements	7
35 ARVN Supplies	5
	50

Compared with Mr. Curtis' deployment, this gives up a naval point, 27 air points, and 2 to 6 SVN morale points, but adds a US division

(with 32 artillery points), 7 points of independent artillery and 35 ARVN supplies. These supplies are used for replacements, battalion upgrades, and a few division HQs. The US player can place these HQs under effective Corps commanders, converting some otherwise useless ARVN divisions into effective units.

In addition, I'd suggest that the US player eventually deploy up to nine US divisions. Since they bring their own firepower with them, they can be taken in place of air points. If these extra units are later underemployed, as Mr. Curtis warns, they can always be withdrawn (reclaiming, incidentally, several "free" commitment points for their HQs).

Finally, a word about the "gamesmanship" Mr. Curtis criticizes. In the real world, the most successful leaders invent new "rules" for the "game" of military conflict. Although wargamers are much more restricted, they can simulate this real-world innovation to some extent by creative exploitation of their game's rules. If, for instance, the US player deploys only one brigade with a division HQ, it just means that Westmoreland has decided the division's artillery is more useful than its infantry, and has broken military tradition to get it. The rapid build-up strategy itself may be another example of gamesmanship: I can't help wondering if the US actually had the logistical resources to deploy the real-life equivalent of 50 commitment points in Vietnam during the summer of '65. My point is that without some freedom from historical constraints, gamers can only repeat history, not change it.

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matching requirements). Instead, they are simply delayed until the matching requirement is met.

157: Delete the note accompanying this rule, and add the following: "An Offensive Support marker cannot be transferred directly from one HQ to another in the same Game-Turn. Instead, the marker must first be removed from an HQ during a friendly Offensive Support Phase and placed on the Game-Turn Track. Then, during the next friendly Offensive Support Phase, the marker can be returned to play atop any eligible HQ."

171: Delete this rule and substitute the following: "Exploitation: A hard unit that has advanced after combat without crossing a Major River hexside can use exploitation to advance one additional hex into any adjacent hex not occupied by an enemy unit. A unit cannot exploit into or out of any of the following hex types: major or key city, mountain, rough, marsh, or a hex containing a Chemical Warfare or Interdiction marker. Additionally, a unit cannot use exploitation to exit an enemy Zone of Control hex, though it can exploit *into* any type of enemy Zone hex."

172: Change the words "of a given type" to "of each type."

186: Change "1 to 4" to "1 to 3."

187: *(Addition)* The tactical nuclear die roll mechanic is intended to reflect the possibility of provoking a massive strategic retaliatory strike when a player initiates Tactical Nuclear Warfare. In this case, the initiating player loses decisively because he has brought down Armageddon.

206: To control a city for purposes of this rule, the city must be in WP friendly airspace.

211: Change "during Game-Turns 2 and 3" to "during Game-Turns 2, 3 and 4."

222: Change "Zone of Control" to "Zone of Delay."

235: Change the first sentence to read as follows: "When a NATO unit other than an airborne, airmobile, or marine unit enters any city hex in East Germany, and occupies the hex during a Victory Points Record Phase, the Warsaw Pact player must enter the 6 East German Territorial Reserve reinforcements during his next Activation/Reinforcement Phase, and the NATO player immediately receives 3 Victory Points."

236: Change the first sentence to read as follows: "When a NATO unit other than an airborne, airmobile, or marine unit enters any city in Czechoslovakia, and occupies the hex during a Victory Points Record Phase, the Warsaw Pact player must enter the 3 Czech Territorial Reserve reinforcements during his next Activation/Reinforcement Phase, and the NATO player immediately receives 3 Victory Points.

Terrain Effects Chart:

Major City: The note is supposed to read "For movement and combat purposes, Major and Key cities are treated identically."

Major River Hexside: Change the Attack Die Roll Penalty from "−2" to "0" and delete the first sentence of the note. Change the second sentence to read "If some units attack across Major, and others across Minor, River hexsides, but all units are attacking across some form of River hexside, then the combat penalties of both types of River hexside apply simultaneously."

Iron Curtain Hexside: The Movement Point Cost should be changed from "+1" to "NOTE." The note should be deleted and replaced with the following note: "See NATO Border Troop rule (222) for Game-Turn 2 effects."

Attack Die Roll Penalty Explanation Section: Add the following sentence: "The Attack Die Roll Penalty for attacking across a Minor River hexside never applies to Airstrike missions or Nuclear Strikes."

Danish Ferry: Change the words "A maximum total of 2 steps of NATO units" to "A maximum total of 2 steps of NATO units per Game-Turn."

Combat Modifier Applications:

Attack Strength: Change the last sentence in this section to read "Once all these modifiers, all of which are cumulative, are taken into account for each attacking unit, add all modified strengths, fractions included, to determine the total Attack Strength. Round any remaining fractions down."

Attack Die Roll Penalty: Change the last sentence in this section to read "If the attacking units are all attacking across Minor River hexsides, or a combination of Minor and Major River hexsides, subtract one more from the die roll, as indicated on the Terrain Effects Chart for Minor River hexsides."

Zone Effects Summary:

Effects of an Enemy Zone of Delay Hex: Change the third sentence of this section to read "A friendly unit cannot enter or leave an enemy Zone of Delay hex by rail transport (115), Air Ferry (120), or Sea Ferry (127)."

Effects of an Enemy Zone of Control Hex: Insert the following sentence immediately after the first sentence in this section: "A friendly unit moving by tactical road movement must always stop in the first enemy Zone of Control hex that it enters and may not be moved any further in that Movement Phase."

Change the fourth sentence in this section to read "A friendly unit cannot enter or leave an enemy Zone of Control by rail transport (115), Air Ferry (120), or Sea Ferry (127)."

Map:

Several minor cities in forest hexes are white rather than the intended red. They are minor cities for all purposes.